

PRIMA'S OFFICIAL STRATEGY GUIDE

BREATH OF FIRE™ III



**ALL HIDDEN
PASSAGES
AND
TREASURES
REVEALED!**



CAPCOM®

P.d. Joyce
Chip Daniels

BREATH OF FIRE III

PRIMA'S OFFICIAL STRATEGY GUIDE

Chip Daniels
P.d. Joyce

PRIMA PUBLISHING

Rocklin, California

916-632-4400

www.primagames.com



® is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.

© 1998 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editor: Richard Dal Porto
Product Manager: Stacy DeFoe
Technical Accuracy Taskmaster: Don Tica

Capcom Liason: Don Friedman

Capcom R&D Product/Licensing Manager: Erik Suzuki

© CAPCOM CO., LTD. 1998 © CAPCOM U.S.A., INC. 1998
ALL RIGHTS RESERVED. BREATH OF FIRE is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-0924-0

Library of Congress Catalog Card Number: 97-69336

Printed in the United States of America

98 99 00 01 GG 10 9 8 7 6 5 4

CONTENTS

Welcome to the World of *Breath of Fire III*

An Epic Adventure Begins!	2
The Cast of Characters	9

Walkthrough

Part One: Childhood

Youth	14
Realization of Loss	23
The Battle Arena	34
Garr's Mission	38

Part Two: Adolescence

Ryu Reborn	48
Exile from Wyndia	54
Seeking God at Angel Tower	58
Ship Repairs and Sailing the Outer Sea	61
The Lost Shore	69
The Search for Myria	74

Secrets and Lists

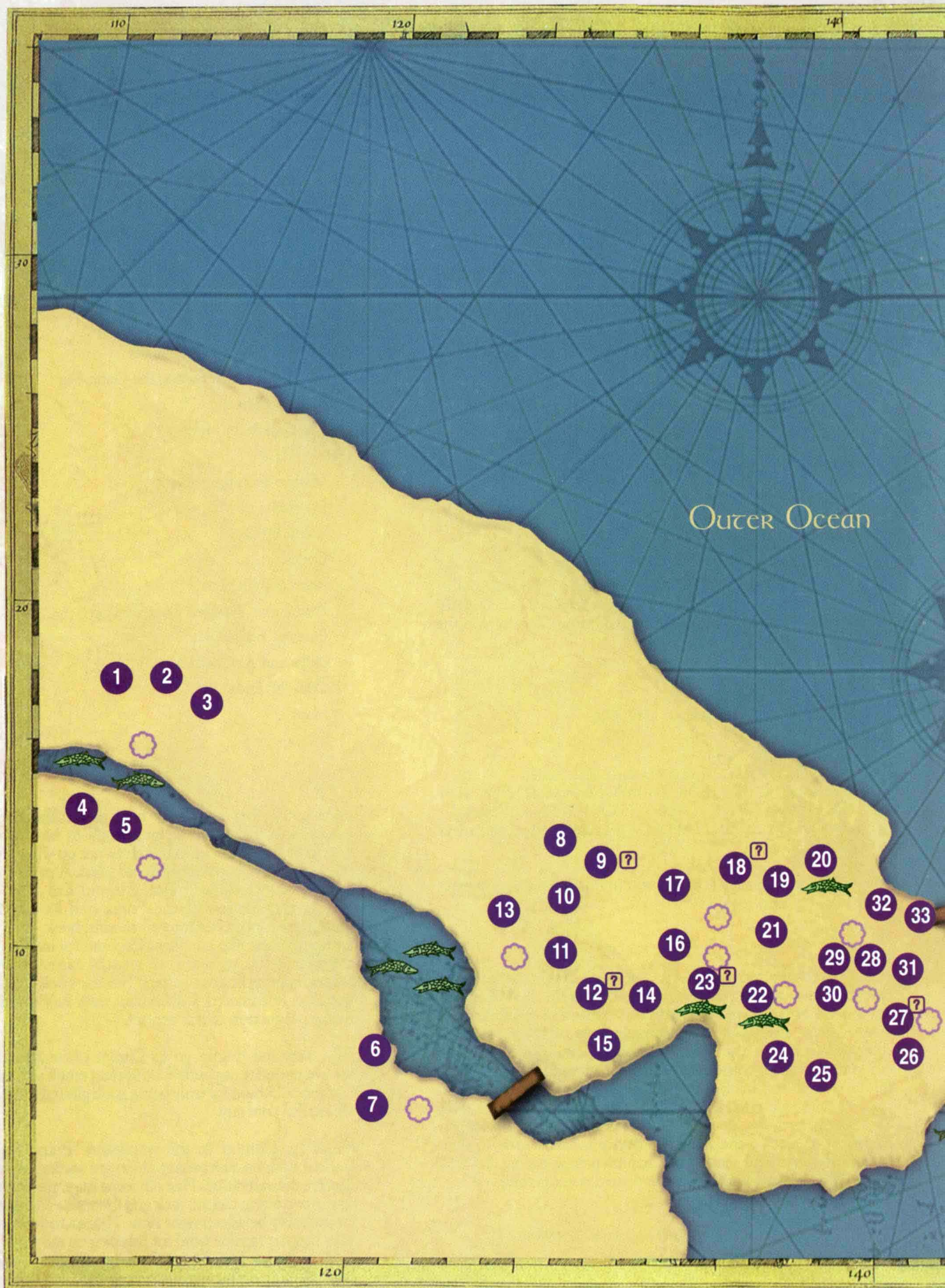
Masters and Apprentices	89
Go Fish!	99
Faerie Village	107
Genes	114
Items and Options	118
Armor and Weapons Compendium	121
Enemy Compendium	124
Skills and Abilities List	130
Odds 'N' Ends	135
Maps	141

ACKNOWLEDGMENTS

Putting together a strategy book is all about learning experiences and being lucky enough to have a support system of people patient enough to put up with your mistakes, blunders, and a lot of stupid jokes. A million thanks go to Don "Deathbed" Tica, Richard Dal Porto, Stacy DeFoe, and the rest of the Prima staff for turning our scribbles and sketches into a beautiful book. Last, but by far not least, to the people at Capcom for making one of the best RPGs in years; we already can't wait for the sequel. Special thanks to Erik Suzuki, Nick Des Barres, and Don Friedman at Capcom for their help and support in the production of this project.

P.d.: Personal thanks go to Daniel O'Loughlin for his utmost patience and fully functioning email account; and Lawrence Gibson for truly being god's gift to RPGs and an all around cool guy.

Chip: In addition to the wonderful "Prima People" I worked with on this project there are several others who deserve consideration. First off, some huge credit has to go to my two alarm clocks, Jack and Georgia. Without them I'd probably be asleep right now. Thanks to Jessica for all your support (a nice word for listening to me vent!), your help, and your friendship. Thanks to Renee for keeping me company during my spare time (and my not so spare time!) and for understanding. Oh, and extra-super special, sugar coated thanks to my co-author, P.d. Joyce.



Outer Ocean

1

2

3

4

5

6

7

8

9

?

10

11

12

?

14

15

17

16

18

?

19

20

21

22

?

24

25

29

28

31

30

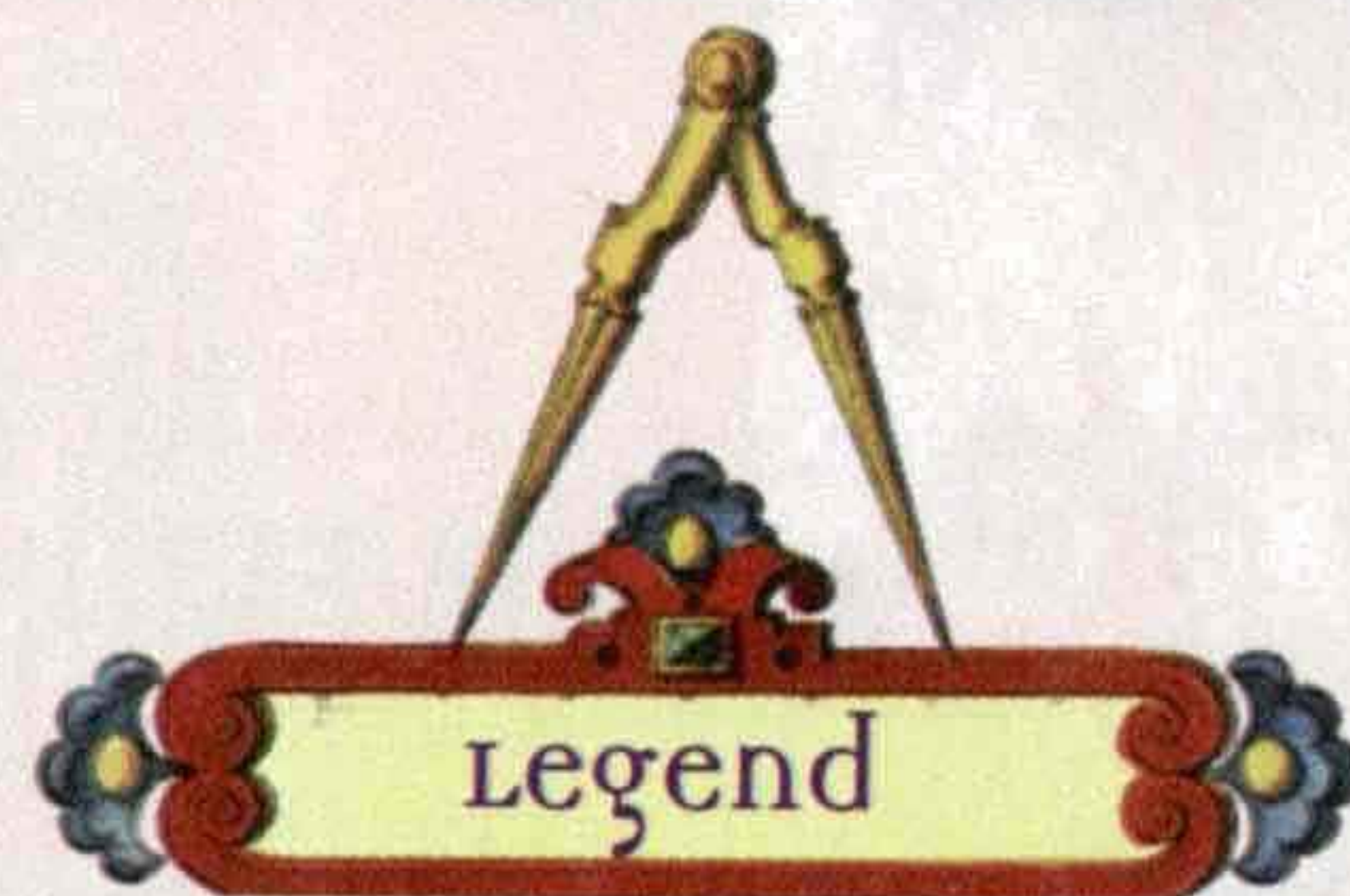
?

27

26

32

33



1. Northern checkpoint
2. Dauna mine
3. Emitai's hut/Dauna warp
4. sin city
5. ogre road
6. Abandoned hut/Yraal warp
7. Mt. Levett
8. Mt. glaus
9. ?point/road to Mt. glaus
10. cedar forest
11. Mcneil village
12. ? point/master location
13. farm
14. McNeil mansion
15. Yraal Road
16. Mt. mynerg
17. ygdrasil
18. ?point/nina's drop spot
19. wyndia
20. Durandal's hut/wyndia warp
21. eygnock Road
22. Maekyss gorge
23. ?point/river gang hut
24. Arena
25. Mt. Boumore
26. tower
27. ? point/momo's crash site
28. coffee shop
29. plant
30. dump
31. ygdrasil
32. mysterious forest/faerie pond
33. eastern checkpoint
34. ?point/bridge
35. ? point/Abandoned hut
36. parch
37. lighthouse
38. wharf
39. chapala
40. Mt. Zublo
41. cliff
42. Tidal Caves
43. urkan tapa
44. angel tower
45. junk town
46. dock
47. steel beach
48. ? point/hut
49. kombinat
50. steel grave
51. colony
52. ygdrasil
53. Dragonier
54. factory
55. desert of death
56. oasis
57. caer xhan
58. container yard
59. ?point/mariner's hut

 fairy ring

 fishing spot

AN EPIC ADVENTURE BEGINS!

As Ryu, hero of *Breath of Fire III*, you live in a world of dragons, magic, and sorcery unlike any other. Ryu's memory and purpose slowly reveal themselves as the game unfolds—from his recovery from the bowels of a coal mine as a frightened baby dragon to his current life as a young adventurer with a ragtag group of friends. With the latent power of the dragon Brood pulsing in his veins, Ryu faces everything from biological mutants to high-tech machinery as he struggles to learn the purpose of his powers and unravel the mysteries abounding in his world. What lies beyond the vast ocean? How do machines wash up on the shores of a world still so dependent on magic? What are the voices that seem to call out to him each time he stumbles on an ancient artifact? Why are peaceful creatures of nature suddenly mutating into dangerous monsters?

Take up your sword and find the answers for yourself: Accept the challenge of *Breath of Fire III*!

GETTING DOWN TO BASICS

Before you set out on this massive adventure, you should be well schooled in the arts of fighting, healing, and roleplaying. So, let's get to it. Note that throughout this guide, we refer to the hero character as "Ryu," his default name. Keep this in mind if you decide to rename him.

note

The Encounter System in *Breath of Fire III* lets you determine what kind of battle you're going to enter before it happens. In the instant before battle a ! may or may not appear above characters' heads. If three ! appear, you have a 25 percent chance of having a free turn. If two or one appear, the battle will be normal. If none appear, the enemy will have a free turn.



FIGHTING

Combat in *Breath of Fire III* is fairly simple, but there are a few things you may want to acquaint yourself with. Fighting takes place in a traditional, turn-based manner that allows you to choose the action each character in your party will take when his or her turn comes up in battle. You can fight in certain areas—dungeons, mazes, and places on the world map where a ! symbol appears over your character's head.



The ! areas on the world map allow you to pick up items and fight to gain levels.

When you enter into combat a cluster of onscreen icons appears offering several options.



The middle sword symbol gives the character named in the box above the cluster the ability to carry out a simple weapon attack against the enemy you highlight on the screen. The staff symbol at the top of the cluster per-



mits you to choose a spell or ability from the character's menu. When their turn comes up during battle, they'll perform the spell on the enemy you choose on the screen. The satchel symbol allows you to use an item



for an attack or for healing purposes. The shield icon causes the designated character



to defend for a full turn, increasing their damage tolerance.

The eye icon gives your character a chance to



"examine" a selected enemy to gain skills or abilities.

BATTLE FORMATIONS

At any time, when not in battle, you can choose your battle formation beforehand through the Tactics menu. Each formation has its advantages and disadvantages.

- ✦ **Attack:** heightens lead character's Attack power, but lowers overall Defense of party
- ✦ **Normal:** standard formation without any effect on character stats
- ✦ **Defense:** all characters' Defense raised but Attack lowered
- ✦ **Chain:** all party members' share agility of lead character, but lowers Defense considerably
- ✦ **Magic:** increases Magic power of character in third position, but lowers Attack power
- ✦ **HP Formation:** all characters receive some HP gain every round

CURING ADVERSE CONDITIONS

There are usually several ways to cure a status problem. Some items increase your chance of resisting certain status problems. The Remedy Ability, like the Moon Tears, Whale, and Panacea, can cure all status problems.

Equipping certain options will prevent you from receiving certain status problems. Refer to the "Items and Options" table in the back of the book for more information.

POISON



When poisoned, your HP and Attack Power decrease.

Use Purify Magic, an Antidote, a Panacea, Whale, Moon Tears, or a Croc Tear to cure Poison.

SLEEP



You can't move until Sleep wears off.

To cure Sleep, you can use Purify Magic, a Panacea, Whale, Moon Tears, Remedy Magic, or a Croc Tear. If the affected party member is attacked by anyone (enemy or ally), they will wake up.

CONFUSION



Confused allies may attack their own party members. While Confused, all D-pad controls are reversed.

You can use Purify Magic, a Panacea, Whale, Moon Tears, Remedy Magic, or a Croc Tear to cure Confusion. If the affected party member is attacked by anyone (enemy or ally), they will regain sanity.

BLINDNESS



Your Hit Rate percentage is drastically reduced.

To cure Blindness, use Remedy Magic, Eye Drops, Moon Tears, Whale, or Panacea.

PARALYSIS



Afflicted character loses all movement.

You can use Remedy Magic, Moon Tears, Panacea, Croc Tear, or Whale to cure Paralysis.

EGG



Afflicted character loses control and Defense is drastically lowered.

To cure Egg, use Remedy Magic, Moon Tears, Panacea, Croc Tear, or Whale.

HEALING

There are several ways to replenish your characters' AP (magic points) and HP (health points). For example, you can use items in your inventory or have a character use a healing ability at any time during gameplay. Or you can camp on the world map. After choosing the Camping option from the menu, your characters set up a tent on the terrain. A book on a table inside the tent, when examined, offers you the option to rest.



When you resume the game, your characters' health and magic points will be recovered and filled.

But the best way to replenish your AP and HP is to rest at Inns located in various towns. Usually you must pay a fee, which varies. Note that if your characters die in battle, they're resurrected (either by Willpower or after the battle ends) with slightly lower maximum HP than before.



When the character's max HP is highlighted in yellow, that character won't be able to reach max HP until they rest at an Inn.

To return their maximum HP to normal, such characters *must* rest at an Inn. They can't get this effect using items, healing abilities, or resting at a camp.



GENERAL TIPS

Breath of Fire III is a traditional, turn-based roleplaying game. If you're unfamiliar with traditional RPGs and their characteristics, read on for some basic pointers.

Always take the opportunity to build up your levels!



Not only will your AP and HP increase, but you'll earn the extra Zenny you need to upgrade your armor, weapons, and items. In an RPG, your levels can never be too high. It makes future encounters far less painful, as well.

Talk to everyone and everything! Head into every available town and talk to everyone you can. Someone probably will yield new information, or at least hint at what your next goal may be. This is also a good way to uncover secrets or subquests. If all else fails, camp on the world map and talk to all the party members sitting around the tent and the campfire. They'll steer you in the right direction.



Stuck? Don't know where to go next? Start yapping!

Know your enemies' weaknesses! If you're in an area packed with monsters wielding fire spells, use an ice or frost attack to inflict maximum damage. If you're dealing with undead foes, cast a healing spell and watch them disintegrate!

A lot of weaknesses are logical, but a few enemy flaws are a little tricky. Just keep experimenting and then keep using whatever works. There's a chance you may cast a spell that heals or charges an enemy, but at least you'll know what not to do next time. Just don't be afraid to experiment in every new situation until you find that enemy's Achilles' heel.



It's a cliché, but it rings true: Every enemy has a weakness. It's just a matter of finding it and exploiting it to death.

Never enter a dungeon unprepared! If you're about to embark on a journey, it just makes sense to save your game and stock up on healing items. Not every dungeon or maze harbors a convenient save-and-rest point, and often that's fairly far into the maze. Always expect to go up against new, more powerful enemies that will tax your healing abilities to the max and be ready to take them on with a lot of items, upgraded weapons, and armor. The game has no "escape" or "exit" spell, so if you get stuck without healing items deep in a dungeon, you may be out of luck.



Get with the program and stock up.

Explore! Explore! Explore! A lot of the fun to be had with any RPG stems from the sense of discovery and freedom of exploration. Wherever you are—on the world map, in a town, or in a dungeon—try to enter every building, visit every location, and travel down every hallway to find all the items, secrets, and characters in *Breath of Fire III*. If you're too timid to explore a new dungeon thoroughly, make a note to revisit the maze once you've cleared it and gained more levels. You might find you missed a few things along the way.



Your curiosity may well be rewarded with a hidden item or valuable new information.

UNIQUE GAME FEATURES

Like any good game, *Breath of Fire III* provides a host of inventive new features. To get a good grasp of all the game's choices, familiarize yourself with its battle systems early on. A good adventurer also will learn the effects of every button on the game controller. Read on to learn about the game's other unique features.

LOCATIONS ON THE WORLD MAP

The world map in *Breath of Fire III* indicates different locations using a specific set of symbols. Once you have access to the world map, you'll notice that when you pass over certain areas, symbols pop up over your character's head. Options highlighted in the compass box in the screen's upper-left corner indicate the location's importance. If you have the option to press the # button (highlighted if the option is available), you'll get a short explanation of the location. If the 'X' lights up, you may try to enter that location. Sometimes a location's name will pop up in a brown box; sometimes only ? or ! appears over your character's head, without a box. Here's a quick run-down of what they all mean:

? Faerie Ring: When you pass over a Faerie Ring, an unboxed question mark appears. Until you obtain the Faerie Tiara, you can't enter these Faerie Rings. After you get the tiara, you can use them to transport to a different realm.



! Random Combat Fields: On the world map, occasionally a ! symbol will pop up over your head and you'll have the option to enter a random location. If you do, you'll wind up on a generic playing field where you can walk around and

fight monsters. These are opportunities to level up or earn extra Zenny. You aren't required to enter any of these areas, but they're important for strengthening your characters without entering a maze or dungeon. Their locations are random on the world map and you'll usually find at least one item on each playing field. To exit one of these areas, simply walk to the edge of the playing field. You'll return to the world map automatically.



Unboxed ? areas

[?] Mystery Locations: When you stumble across one of these areas on the world map, you'll get the option to receive an explanation. Some aren't integral to the main story line, but usually harbor Yggdrasil trees or secret items and Masters. Make sure you explore each one to find everything available in the game.



Boxed [?] areas

Fishing Spots: If you enter one of these areas, you'll go to a fishing screen where you can check your fishing stats or try to catch sea life available in that area. If you opt for an explanation of the fishing spot on the world map, you'll get a brief summary of the kinds of fish that live there. The question marks in the explanation are replaced by fish names only after you've caught them.



Fishing Spots

Camp: At random points on the world map, you have the option to camp by pressing the controller's Start button. Once you do, you'll set up a Camp on the map and receive options such as Save, Rest, Change Party Members, and the like. Camping also gives you an opportunity to talk to other party members who may harbor interesting information pertaining to your mission.



Camping areas

Named Locations: You can both enter these areas and receive an explanation of them in the compass menu.



Regular locations

CAMERA CONTROLS

The world of *Breath of Fire III* is massive and detailed. The lay of the land looks flat at first glance, but soon you'll notice that objects and topography include some 3-D aspects. Trees, walls, and hills may block your view of certain areas in mazes or on the landscape.

To explore every new environment thoroughly, then, you must use the camera controls. On the default controller setting, do this by pressing and holding down the L2 or R2 button, and then moving the D-pad toward where you want to look. Although your characters can't move when the R2 button is depressed, you can rotate the camera 45 degrees up, down, left, or right using the directional pad to check around corners or behind objects for treasure chests, dropped satchels, or hidden characters. After you release the R2 button, normal gameplay resumes and your characters can move freely again. You must use the camera controls to solve certain puzzles or unlock many of the game's secrets, so get comfortable with using them early on.



When you reach a blind spot on the map ...



... take the time to use your camera!



SWITCHING CHARACTERS

Throughout the game, your character will call on his friends in the party for help. Each character that joins your party will have a special subject of expertise or specific noncombat action that will enable you to solve puzzles and progress through the game.



If an object confuses your lead character ...



... find someone in the party who understands it.

For instance, Ryu is the only character that can understand most puzzles, signs, objects, or mechanisms related to the Brood or to Dragons. If you must examine a plaque that pertains to the Brood, place Ryu in the lead position of your onscreen party to read it. Similarly, Momo is the only party member who can understand highly technical machines. And so on.

In addition to these areas of expertise, each character has a specific noncombat action. Hit the # button to have your character perform this action after placing him or her in the lead position of the onscreen party. Performing these actions is necessary to progress through the game, as well.

MASTER AND APPRENTICE SYSTEM

An optional feature of *Breath of Fire III* is the ability your characters have to apprentice with the various Masters scattered throughout the game. Such apprenticeships give your characters abilities and skills they might not acquire by gaining levels. Each Master possesses a set number of skills or abilities. Masters, themselves, are randomly located and sometimes you may need to talk to them more than once to learn their true role.



A master may or may not reveal their identity during the first chat.



Try a return visit.

You must talk to each and every character in each and every location to avoid missing any apprenticeship opportunity.

To begin an apprenticeship with a Master, you first need to find and talk to one. You'll be invited to study under him or her. Some Masters will require you to fulfill certain prerequisites first, while others will take you on right away. When a Master is ready to accept you as an apprentice, reply "Yes" to the invitation and choose a party member to sign on with that Master. From then on, you can continue in the game, but remember to return to that Master's location with apprenticed party members from time to time to find out if they've earned enough levels to qualify for an ability or skill from that Master. Most Masters teach around four skills or abilities, but the number of levels you must earn to acquire each varies.



The Camp Diary will give you the rundown on your Masters and Skills.

You can review a character's skills and abilities in the apprenticed character's menu under Skills, or under Skill Notes on the inventory screen. To find out if you've completed a Master's apprenticeship, check your Master List in a Camp. When camping, examine the Diary on the table inside the tent and choose to view the Master List. Scroll through; if a star appears next to a Master's name, you've learned all the abilities available from that Master.

Note, however, that apprenticeship has both positive and negative effects on a character's stats. Certain Masters may decrease the AP or HP he or she gains in each level; others may boost defense or agility.



Here's where to check out each Master's attributes.

These effects will vary with each Master, and you can check them by viewing the Master List in Camp, as well.

FISHING

Another subgame within *Breath of Fire III* is your option to fish at certain locations on the world map. In only one instance are you *required* to fish, but you can acquire many helpful items by doing so. Take every opportunity to refine your fishing techniques so you can catch as many as you can. Look for areas labeled "Fishing Spot" on the world map.



Once you enter them, you'll go to a screen set up for arcade-style fishing!



You'll need a fishing rod and at least one type of bait, but keep in mind that not every fish is attracted to the same bait.

Several bait types are available from stores or as found items. You'll have a few different rods available to you throughout your adventure, as well.

After you enter a Fishing Spot, you must equip the required gear (rod and bait).



For more choices from your inventory, scroll through the onscreen menus.

Then cast your line into the water and try to reel in a live fish. If you catch one, it shows up on your inventory screen under Items and also within the Data Book available only from the Fishing Spot screen. Each type of fish has two uses—either as an item (a specific use will be indicated on the Items screen) or to trade for goods (if you reel in a "Manillo").



If you have the right bait and pick the right fishing hole, you may be able to catch a Manillo.



This creature exists to enable the trade of various rare items for different types of fish.

USING GENES

You'll have free access to Genes only after you escape the Arena with Nina during childhood.



Genes look a lot like large purple crystals.

You'll find them in various areas throughout your journey or after you complete certain tasks. Ryu is the only character who can collect them, so make sure to position him in the lead if you stumble across one. Ryu also is the only character who can unlock the power within each Gene, and then only during combat.

Genes enable Ryu to assume the form of different Dragon types that grant him special abilities, a more powerful physical attack, and increased HP. The Fusion Gene enables Ryu to combine with other party members to form different hybrid Dragons—the Nina Dragon, Peco Dragon, Momo Dragon, and Rei Dragon. The trade-off is that each Dragon form costs Ryu a certain amount of AP for each turn he remains in it. Once Ryu's AP runs out, he assumes human form with the amount of HP he had when he transformed.



This ability is crucial to surviving some of the game's tougher boss battles, so learn well how to use Ryu's Genes.

GAINING ENEMY SKILLS

Your characters possess the ability to acquire some of the skills enemies use in battle: During combat, choose a member of your party to execute the "Examine" action by selecting the eye icon from the battle menu.



You can only have the chance to learn a skill if the enemy carries one out when you are examining it.

That character can execute no other action, such as defending or casting a spell, during the turn when he or she is examining an enemy. You must reenter the Examine command to have the party member watch an enemy for more than one round in combat.

Choose an enemy you'd like to watch through the course of one full turn. If that enemy carries out a skill (not a regular physical attack), the party member examining it will respond in one of three ways:



An exclamation point will appear above the character's head, followed by an onscreen message stating that he or she has learned the enemy's executed skill.



A question mark will appear above the character's head followed by an onscreen message stating that he or she can't learn the skill.



Nothing will happen.

Some skills can never be learned, and others require more than one attempt to acquire. If a character in your party already has learned a skill the enemy executes, no other party member can learn it. You can acquire it only once; thereafter, you may share it with other party members using Skill Ink (see the following "Sharing Enemy Skills" section).

SHARING ENEMY SKILLS

One of the cooler things available in *Breath of Fire III* is the ability party members have to share specially acquired skills. If you choose to use a core group of three members by the end of the game, for example, you can take all the skills from characters not in the traveling party and give them to the core group. You can share only the skills learned from Masters or from enemies during battle.



You can't share skills earned from gaining levels.

Also, to do any kind of skills sharing, you must have enough Skill Ink and you must be in a Camp. Skill Ink isn't easy to buy, but there are different ways to get it.

You can find it as an item while exploring or trade for it from special merchants such as the Manillo. When you have some, set up a Camp on the world map; then examine the book inside the Camp's tent.



Camping has numerous uses during the game.

Choose "Look at Skill Notes." In the next menu, you can "Look" or "Change" your notes. You need only one Skill Ink if you stay on this screen during the skills sharing session. Once you leave the screen and return again, you'll need to use another Skill Ink. Remember this, because the amount of Skill Ink available in the game is limited. Try to make all your changes at once instead of repeatedly exiting and returning to the Skills Menu in Camp.

After you decide to give a party member's skills to another character, choose to "Change" your notes. Scroll through the party members' skills to find those you'd like to post in the skills "pool" menu on the right side of the screen. Now find the member you'd like to give the skill to. Select the skill on the pool menu to place it in that character's skills inventory.



The pool menu is a good place to discard unwanted Skills.

You can do this as many times as you wish if you don't leave this screen. Again, once you leave this Change Skill Notes screen, you'll need to crack open a new Skill Ink. Also, remember that you can't split the same skill between two characters. Only one character can have it; once you place a character's skill in the pool menu, he or she loses the ability to use it unless you replace it in his or her personal skills inventory.

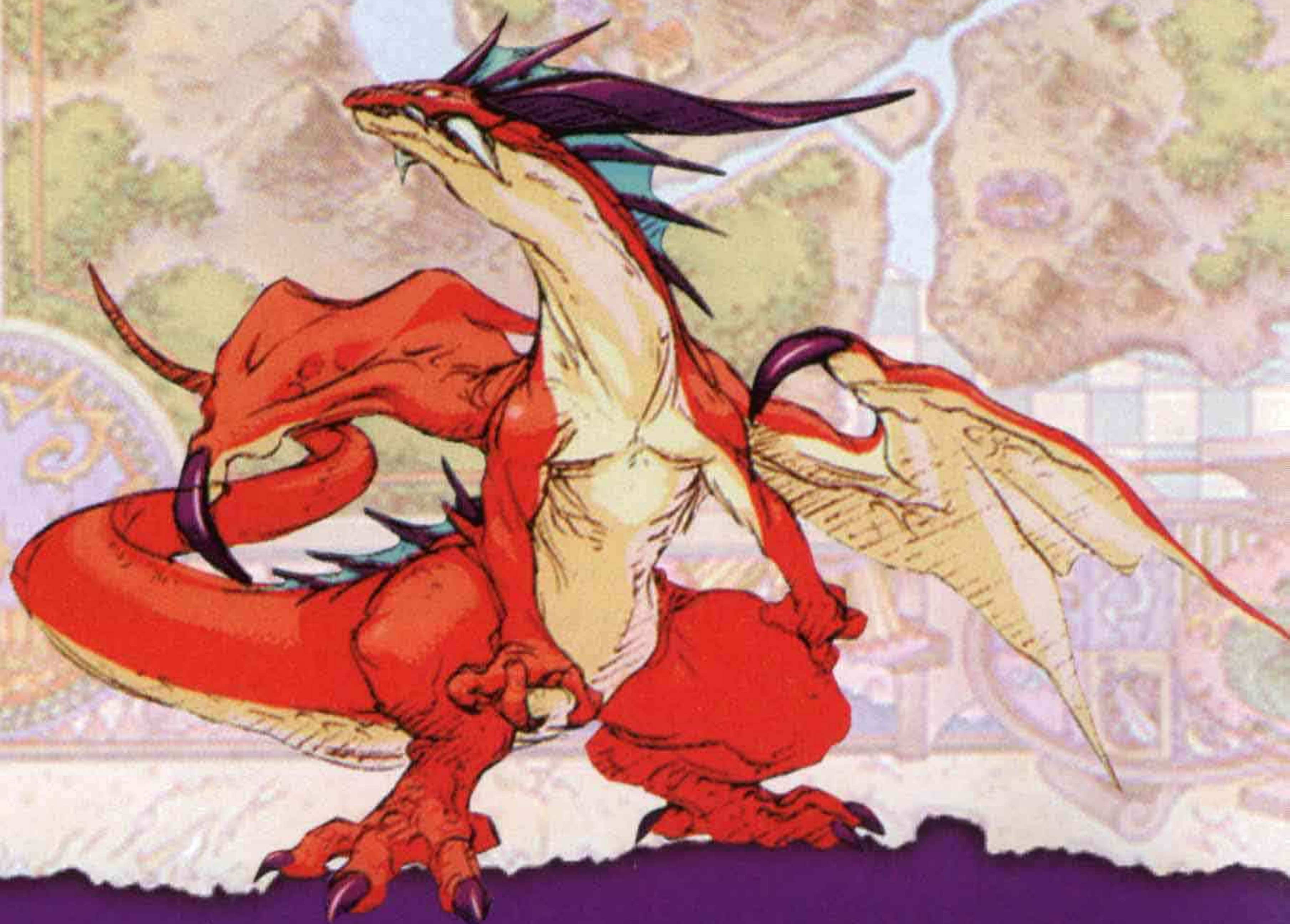
THE FAERIE VILLAGE

After you receive the Faerie Tiara from the feisty sprite at the Lighthouse, you'll receive the ability to use any of the flower rings scattered throughout the world map of *Breath of Fire III*. Once you step over one with the Faerie Tiara in your possession, you'll have the option to warp to a new dimension. On your first visit, you must take care of some very nasty business with the faeries residing there, but after you do, you'll have access to an entirely optional, but fun, subgame!



Although the Faerie Village isn't required to finish the game, you'll find that doing so rewards you with loads of cool stuff, such as secret items, music select, extra Zenny, and rare weapons.

From then on, you'll be in charge of a small village of faeries who need you to help manage their livelihood. You must allocate enough faeries to hunt for food to ensure the community's survival, and at the same time build up their culture and job abilities. The tutorial you get at the beginning of the side mission thoroughly explains all that's required. You can access it any time after entering a Faerie Ring from the world map by talking to the main faerie near the entrance.



THE CAST OF CHARACTERS

As many as six other characters join Ryu over the course of his journey in *Breath of Fire III*. Although only three members may make up your party at any given time, certain party members show up automatically at various points to help solve puzzles or complete tasks. Each character has weaknesses and strengths, as well as unique abilities you'll need at certain places in the game. Get to know each character well, for you never know when Ryu will need his friends' expertise to survive!

ADDITIONAL CHARACTER ACTIONS

In addition to the abilities they acquire as they ascend levels, each character possesses unique abilities you can activate by pressing $\times$ at certain locations on the map. These unique abilities allow you to progress through the game, uncovering secret areas, gaining extra Zenny, or completing puzzles.

To switch between lead characters in your party, press the L1 button after entering any location on the world map. Check your characters' bios to learn the unique abilities each offers.

AREAS OF EXPERTISE

Each character in *Breath of Fire III* has an area of expertise no other party member can match. As you progress through the game, you'll come to places where you must use a specific character's knowledge. Otherwise, the task will be impossible.



RYU

As the hero, Ryu is the only character who *must* be in your party at all times. His quest to shed light on his mysterious past propels him into a journey spanning his childhood and adolescence. He's a well-rounded character, naturally quick in battle and useful for his healing spells, powerful attacks, and Dragon-transformation abilities. He's the only party member who can use the Brood Genes scattered throughout *Breath of Fire III*.



Additional Action: Sword Slash (press $\times$). Destroys bushes (for Zenny and items); can destroy some objects with sword.

Expertise: The Brood

OTHER ABILITIES

TYPE	NAME	PURPOSE	AP COST
Heal	Heal	Heals light wounds on one target	4
Heal	Purify	Cures poison on one target	4
Heal	Rejuvenate	Heals medium wounds on one target	7
Heal	Raise Dead	Chances of restoring dead member	10
Heal	Remedy	Cures all status changes	7
Heal	Vitalize	Heals medium wounds on all targets	20
Heal	Restore	Heals heavy wounds on one target	12
Heal	Resurrect	Restores dead member	20
Heal	Vigor	Heals heavy wounds on all targets	50
Assist	Protect	Raise one target's defense	2
Assist	Shield	Raise all targets' defenses	4
Assist	Barrier	Raise one target's magic defense	4
Attack	Accession	Change into Dragon form	0
Attack	Bonebreak	Attack: Usable at fixed intervals	0



GENES

NAME	DESCRIPTION	AP COST
Flame	Grants Flame property	5
Frost	Grants Frost property	5
Thunder	Grants Electric property	5
Shadow	Grants Shadow property	5
Radiance	Grants Radiant property	5
Force	Grants form emphasizing power	8
Defender	Grants form emphasizing defense	8
Eldritch	Grants form emphasizing magic	8
Miracle	Grants form emphasizing size	16
Gross	Enhances Abilities	8
Thorn	Enhances special characteristics	8
Reverse	Reverses abilities and properties	3
Mutant	Randomizes abilities and properties	3
???	When spliced ...??	8
Trance	When spliced ...??	8
Failure	Unknown	1
Fusion	Combines power with allies	16
Infinity	Unleashes full power of the Brood	40



REI

An orphan living in the woods, Rei is one of Ryu's earliest childhood friends. An outcast and rebel, Rei's loyalty belongs to his friends. Although not as physically powerful as Ryu in battle, Rei's strengths include superior agility and a highly successful stealing ability. Later in the game he adopts an extremely powerful berserker attack form called Weretiger.



Additional Action: Lockpicking (no button needed). Only useful toward the end of the game; you can get into some otherwise inaccessible areas with the Lockpicking technique.

Expertise: Thievery

OTHER ABILITIES

TYPE	NAME	PURPOSE	AP COST
Attack	Pilfer	Steals items from enemy	0
Attack	Jolt	Electric attack vs. all enemies	3
Attack	Lightning	Electric attack vs. all enemies	7
Attack	Weretiger	Raises power, slowly becomes berserk	0
Attack	Death	Destroy one target	5
Attack	Myollnir	Electric attack vs. one target	10
Assist	Slow	Lowers one target's agility	1
Assist	Silence	Stops magic use by all targets	2
Assist	Speed	Raises one target's agility	2



note

A cool trick in is the ability to control Rei's Weretiger ability. Normally, Rei will attack enemies as well as party members. However, using the Influence ability will allow you to control what enemy he attacks.

TEEPO

Rei's "little brother," Teepo is also an orphan who wanders the countryside with Rei stealing whatever he can to survive. Although his actions may seem rash and impulsive at times, he always means well. Count on his powerful magic spells to get you through some rough spots. His physical attacks can be equally devastating. He and Ryu are linked in ways that won't surface until Ryu can decipher some mysteries of his Brood heritage.



Additional Action: High Kick (press ×). Use Teepo's High Kick to knock some Zenny or items from trees and various objects.

Expertise: None

OTHER ABILITIES (TO LEVEL 10)

TYPE	NAME	PURPOSE	AP COST
Attack	Flare	Flame attack vs. one target	2
Attack	Frost	Frost attack vs. one target	2
Attack	Simoon	Flame and wind attack vs. one target	4
Attack	Fireblast	—	—
Attack	Iceblast	—	—

NINA

Even as a child, Nina, princess of Wyndia, must shoulder many responsibilities. Her fondness for Ryu and her need to be liked for who—not what—she is motivates her to join Ryu's adventure. Nina's many powerful magical spells and high AP may make her a shoo-in for a constant party member. Her magical abilities might not make up for her low HP and defense stats; nevertheless, it's a good idea to build up her stats as much as possible early in the game.



Additional Action: Chrysm Wand (press ×). Some puzzles require Chrysm.

Expertise: Magical

OTHER ABILITIES

TYPE	NAME	PURPOSE	AP COST
Heal	Drain	Steal one target's HP	3
Heal	Leech Power	Steal one target's AP	0
Assist	Blunt	Lower one target's power	1
Assist	Weaken	Lower one target's defense	1
Assist	Slow	Lower one target's agility	1
Attack	Typhoon	Wind attack vs. all targets	7
Attack	Lightning	Electric attack vs. all targets	7
Attack	Iceblast	Frost attack vs. all targets	5
Attack	Simoon	Wind and flame attack vs. one target	4
Attack	Cyclone	Wind attack vs. one target	3
Attack	Jolt	Electric attack vs. all targets	3
Attack	Frost	Frost attack vs. one target	2
Attack	Blizzard	—	—
Attack	Sirocco	—	—
Attack	Myollnir	—	—



MOMO

Momo's involvement begins when she's discovered at the Tower southeast of Wyndia. Her knowledge of machinery and technology help Ryu's party progress through much of the game and is necessary to solve most puzzles. Untiring devotion to her work and her dead father's legacy make her an important character. A well-rounded character, Momo's numerous healing spells provide a good backup to Ryu's abilities in combat. Her only real weaknesses are her slightly inconsistent to-hit accuracy and lower defense stats.



Additional Action: Gunblast (press ×). Destroys weakened walls and objects to access new areas.

Expertise: Technology, machinery

OTHER ABILITIES

TYPE	NAME	PURPOSE	AP COST
Heal	Heal	Heals light wounds on one target	4
Heal	Purify	Cures poison on one target	4
Heal	Rejuvenate	Heals medium wounds on one target	7
Heal	Raise Dead	Chances of restoring dead member	10
Heal	Remedy	Cures all status changes	7
Heal	Vitalize	Heals medium wounds on all targets	20
Heal	Restore	Heals heavy wounds on one target	12
Assist	Identify	Displays enemy's data	0
Assist	Foretell	Divine outcome of combat	0
Assist	Protect	Raise one target's defense	2
Assist	Silence	Stops magic use by all targets	2
Assist	Confuse	Induce confusion in one target	2
Assist	Speed	Raise one target's agility	2
Assist	Sleep	Induce sleep in all targets	3
Assist	Might	Raise one target's power	4
Attack	Quake	Earthquake against all enemies	7
Attack	Ragnarok	Comet attack against all enemies	12



PECO

A bizarre by-product of environmental pollution from the Plant, Peco joins the party after you defeat the renegade Mutant at the Plant's Dump. He communicates differently from other party members, and his latent powers aren't revealed completely until late in the game. He has fair defense, agility, and power stats, as well as a slight auto-HP gain at the end of every turn in battle that keeps him fighting all the way through.



Additional Actions: Headbutt (press ×). Ram trees/objects for items and Zenny; can launch stones great distances.

Expertise: Nature

OTHER ABILITIES

TYPE	NAME	PURPOSE	AP COST
Heal	Rejuvenate	Heal medium wounds on one target	7
Heal	Purify	Cures poison on one target	4
Assist	Dream Breath	Induces sleep in all targets	3
Assist	Venom Breath	Poisons all enemies	3

GARR

Garr's motives are mysterious from the moment Ryu meets him at the Contest of Champions in the Arena. His roots in the historical struggle between the Brood and the Guardians run deep, but Garr's real dilemma lies in his unlikely friendship with Ryu. He makes an incredibly powerful ally until the very end. His unrivaled physical power makes for a high frequency of critical hits and a devastating regular attack. His HP and defense are equally high, but his low AP and sluggish agility mean he's usually the last to attack during fights.



Additional Action: Strongman (no button). Crush certain objects by pushing them; move objects by pushing them; perform certain duties that require superior strength.

Expertise: Guardians

OTHER ABILITIES

TYPE	NAME	PURPOSE	AP COST
Attack	Pyrokinesis	Flame attack vs. one target	1
Attack	Flare	Flame attack vs. one target	2
Attack	Fireblast	Flame attack vs. all targets	5
Attack	Gambit	Critical attack on hit	0
Attack	Kyrie	Destroys all undead enemies	5
Attack	Inferno	Flame attack vs. all targets	10



WALKTHROUGH

PART ONE: CHILDHOOD

YOUTH

A DISCOVERY IN THE MINE (2)

As the game opens, workers in an unnamed mine have stumbled across a baby dragon trapped in a giant Chrysm crystal. Mogu and his pal must exterminate the monster. They rig the crystal with explosives, but detonation frees the dragon instead!

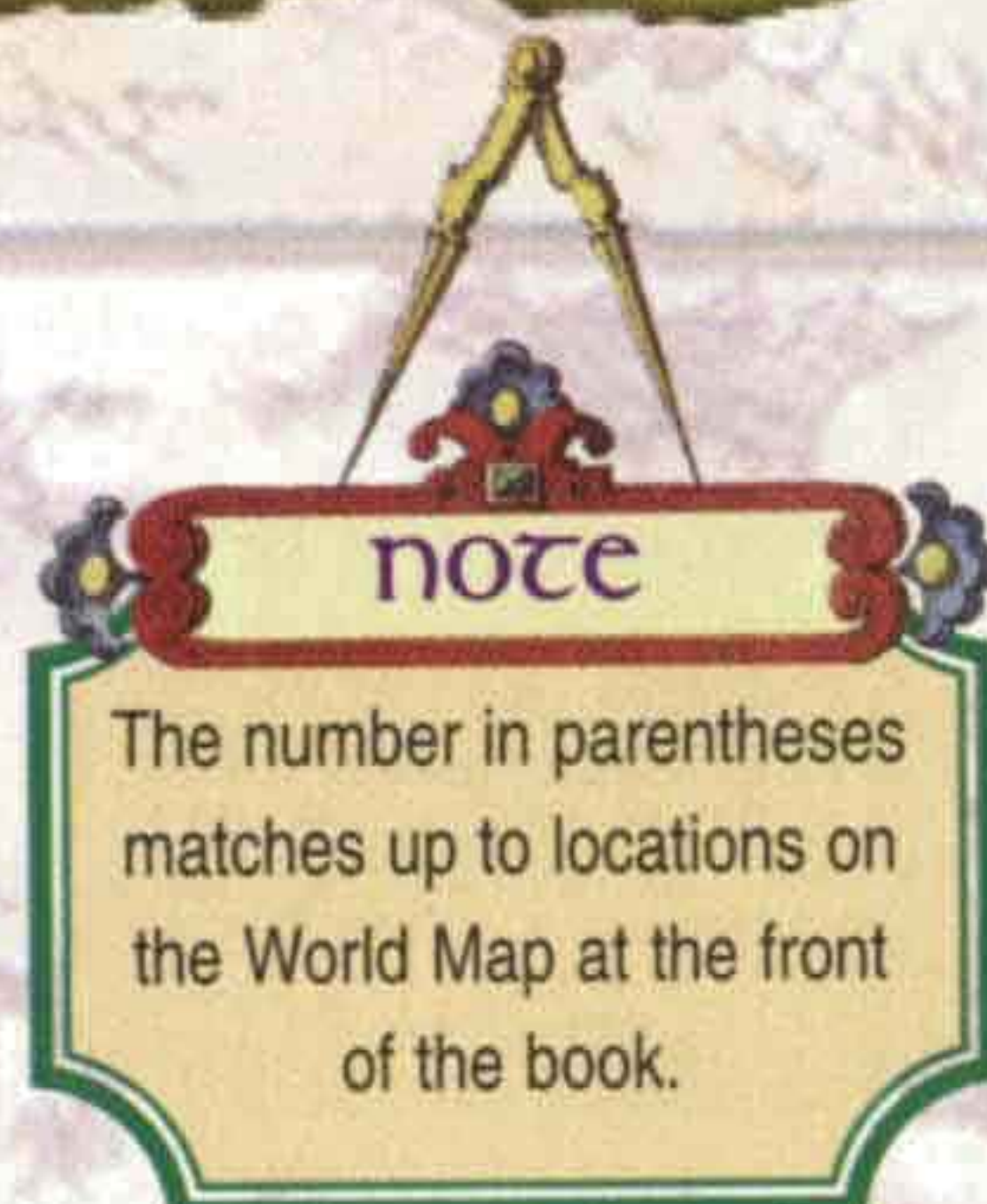


Talk about dramatic entrances!

You can control the dragon after it awakens from its slumber. The two miners assume fighting stances, challenging you to battle.



When the Fight menu pops up, highlight the staff icon and press Δ . Choose your Whelp Breath attack and you'll literally toast your attackers' hides.



Follow the walkways up and out of the small pit. Then find the exit to the right.

In the next area, you'll run across some frightened miners. To explore the rooms off the main path, you must fight more miners, and because you can't pick up any items yet, anyway, it's best just to try to get out of here in one piece. Follow the path all the way south, and pass through the opening at the far end.



Follow the wooden path.

When you enter the new area, a worker sights you and runs off. Walk south. Another miner stops you and calls for help.



The miner who ran off will come back with a brute.

A big miner then attacks you! If you attempt to use your Whelp Breath, a mysterious voice begs you to stop. An opportunistic miner bonks you on the head with a giant crane. There's no way to win here, so accept your defeat.

The miners cage you up and cart you off on a small train. On the train, you must bang against your cage using the D-pad, if you don't, the train will keep going forever.



There's not much you can do at this point, so go along with the game.

A DISCOVERY IN CEDAR WOODS (10)

ITEMS

Vitamin
Worm
Healing Herb

A lone hunter stalks a noisy wild pig. He loses the pig, but stumbles across the slumbering form of a young boy. The hunter fends off the wolves, but as he turns to leave, the boy awakens.

Meet Rei, a big softy. He feels sorry for you and takes you home to his cabin deep in Cedar Woods. Soon you'll meet Rei's friend, Teepo, who shares the cabin. Rei found Teepo in the forest just as he found you. Because you share a similar history—they're orphans—they decide to add you to their household.

After a spot of talk, Rei and Teepo leave to find food. When they're gone, you have a strange dream. After you awaken, you're free to move around.



A book on the table near the bed allows you to save your game, so take advantage of it.

Now it's time to explore while no one's home. Walk downstairs and make sure to search the cabinets in the main room.



You can pick up a Vitamin and a Worm.

The side room leads into a kitchen; there's a storage room you can't enter yet, so simply walk out the front door.



Don't worry about the basement for now; you can't enter until later.

You'll end up in the woods.

CEDAR WOODS

There are no enemies in Cedar Woods yet, so explore as much as you can. The woods are split into three sections/screens—the area around the cabin, a tree-lined clearing to the left, and an area with a pond and Bunyan's cabin to the south.



Learn the layout of Cedar Woods so you won't get too lost.

A traveler standing near the south path warns you to watch your back and keep an eye out for two bullies who make their home in the woods.



Watch out for the two bullies in this forest.

You can pick up Ammonia and Skill Ink from the area near the cabin. You'll even encounter two friendly monsters who offer to give you some tips once you've acquired some equipment and a party.



These monsters won't have time for idle chat until later.

If you exit the area by walking off the path to the left, you'll emerge in a small, tree-lined clearing.



There you can pick up two satchels of Green Apples.

Return to the cabin area by walking to the right and south until you enter a new screen. If you wander the south path, you'll stumble on a couple lounging by the pond. They mention the poor harvest in town this year that forces them to hunt for game. The fellow isn't that great a hunter, however.

If you explore the southern area to the right, you'll find a small cabin where a man chops wood. To exit the woods altogether, simply follow a path to the upper right, right, or south. You'll emerge on the world map.

MCNEIL VILLAGE (11)

Head south on the map from Cedar Woods to McNeil Village.



Things are getting sticky in the Village.

Enter and you'll stumble on a hectic scene: Rei is being chased from a house where he's been stealing. This comes as a shock; these guys had seemed so nice.

Teepo calls to you (how did he know your name?) and you'll join them outside the Armor Shop. They offer to steal you some equipment—you're still in your PJs—and before you can refuse, they've lifted some clothing and you find yourself running out of town south to McNeil Farm.

Once you're outfitted in the gear Rei and Teepo stole for you, they suggest heading down to Yraall Road to do a little easy mugging for more food. But before you head south off of the screen and back to the world map, take a little time to explore. Talk to everyone on the farm and make sure to speak to the man in the green robe hiding in a hut at the south end of the farm's main road. And take the opportunity to familiarize yourself with the area in front of McNeil Mansion to the right of the farm. You'll be able to talk to workers patching up a weak spot in the mansion's outer wall.



Pick up the Vitamin in a satchel lying on the estate grounds.

When you're done, leave the farm by heading all the way south along the main road.

YRAALL ROAD (15)

On the world map, head south of McNeil Farm to Yraall Road. Enter the location and follow the path until you reach the main T in the road. Rei suggests you hide in a patch of bushes above the main road to wait for unsuspecting travelers. When one comes along, *bam!*, you'll jump out, steal his money and food, and take off. Sounds easy, but you're unsure. Unfortunately, Rei and Teepo volunteer you for this initiation into petty theft.

As you hide behind the bushes, a man comes walking down the main road. Rei and Teepo give you a hearty push out of hiding and you run straight into the traveler. Unluckily, the man is Bunyan, the tough woodsman from the small cabin in Cedar Woods. He gives you a stern talking-to, and then continues on his way.

Soon Rei and Teepo hatch another plan to break into Bunyan's house while he's out finding food. You have no choice but to go along. Exit Yraall Road and head north on the world map back up to Cedar Woods.

BUNYAN'S HOUSE (10)

After you reenter the forest (it's easiest to use the eastern entry), locate Bunyan's cabin and place Rei in the lead position so he can pick the door lock.



Inside, you'll split up to look for food.

Descend the ladder to the storage cellar and search the cabinet to find Beef Jerky. This, of course, sends Teepo and Rei running in your direction. But Bunyan has come home early. Rei agrees to check it out and climbs the ladder. A loud *boom* follows, and Teepo goes to see what's happened. He climbs the ladder, and you hear a loud scuffle upstairs.

Now it's *your* turn to check things out. Climb the ladder and exit the cabin. Bunyan waits just outside to catch you, tie you up, and add you to his collection.

When you recover, Bunyan proceeds to give you a sound tongue-lashing about the immorality of stealing. He offers to release Rei on the condition that he go alone to Mount Glaus while you and Teepo stay behind as hostages. Rei agrees and promptly sets off.

When he's gone, Bunyan strikes a bargain with you and Teepo: If you can show that you can work, he'll let you go if you promise never to steal again. Bunyan unties you both and explains what you must do.



Bunyan hatches a plan for your gang.

Your job is to cut wood. Teepo will hold a log and let it drop in front of you. You must press the # button to use your sword action to chop the log in half. If you swing your sword too early or too late, you'll hurt Teepo and miss your chance to chop the wood, so time your cuts accordingly: You'll have only a set amount of time to chop logs.



Once the subgame begins, swing your sword at the exact moment the log begins to tip.

You must chop enough wood to pass Bunyan's test, and you may try again until you get it right.

After you prove yourself, Bunyan releases you and you're free to move about again. Teepo flexes a little rebellious muscle in Bunyan's face and declares you'll both head to Mt. Glaus to find Rei. Exit Cedar Woods and head toward town to stock up with supplies and armor.



Return to McNeil before you head to Mount Glaus.



STOCKING UP AT MCNEIL VILLAGE (11)

ITEMS

Healing Herb
Antidote
Vitamin

MCNEIL ITEM SHOP

ITEM	PRICE
Healing Herb	10 Z
Croc Tear	5 Z
Antidote	12 Z
Eye Drops	20 Z
Molotov	10 Z
Ammonia	200 Z
Wooden Rod	40 Z
Worm	20 Z
Toad	20 Z
Old Popper	20 Z
Sinker	20 Z

MCNEIL WEAPON SHOP

ITEM	PRICE
Ballock Kinfe	100 Z
Bronze Sword	240 Z
Leather Armor	180 Z
Bracers	30 Z
Cloth Shield	150 Z
Bandanna	30 Z
Brass Helm	120 Z

Revisit McNeil Village. The shops are open and you can search houses for items. If you can't afford certain items or weapons, you can always return to the world map and do some leveling up by entering any ! location.

When you're ready to go, head northeast of Cedar Woods to a location with a [?] symbol. Enter and you'll find yourself on the road to the mountain.

ON THE WAY TO MT. GLAUS (9)

ENEMIES

Eye Goo
Puff Goo
Gong
Man Trap
Boss Goblin
Goblin

ITEMS

Weather Vane
Vitamin
80 Z
Coin
120 Z

Once you enter, head across the wooden bridge and note the large boulder near the stream. The sign on the hillside warns against disturbing the environment. But since when did you or Teepo play by the rules? Have Teepo high-kick the small rock out from beneath the boulder to make it roll down and block the stream.



Catch a clue on how to explore properly by wandering this introductory area.

Now search the riverbank for a place where you can walk down into the newly exposed canal.



A Weather Vane awaits you.

Then make your way south along the canal to an area where you can climb back out. The chest you'll find there holds a Weather Vane.

Return to the area where you kicked the boulder into the stream. From there, you can wander north and then follow the far-left path all the way north and out of the area. If you want to pick up all the goodies, explore a bit and use Teepo's High Kick on the rocks lying around.



Some move to reveal holes you can search for items and money.

After you've uncovered all the goodies, exit the area by following the path leading north along the far-left side of the screen.

MOUNT GLAUS (8)

ENEMIES

Curr
Eye Goo
Puff Goo
Mage Goo
Boss Goblin
Gong
Goblin

ITEMS

Cloth Shield
Heavy Caro
Antidote
Vitamins

It's time to take on the real thing: Mount Glaus.

First, walk north across the bridge. A satchel sits on a ledge left of the bridge. You can head left to pick up the Antidote, but all other left paths lead to dead ends and uppity enemies. Return to the area in front of the bridge and go north, up the sloped path, to a slick hillside with ledges holding satchels.



To grab them, first make your way up the steep hill along the left path. At the top, remember where each ledge was and slide down the hill.



Once you get to one, you need only jump off the front edge to slide to the bottom of the hill again.



To get all the items from the ledges, you must repeat this until you've fetched the two satchels, so try to be as accurate as possible so you don't slide past a ledge.

The satchel on the bottom-central ledge holds a Heavy Caro. The ledge farthest right holds a Cloth Shield. Pick them up if you want them, and then continue along the road heading right until you cross a wooden bridge at the top of the hill. Teepo notes that it's getting dark and spots a cabin ahead. You'll enter it automatically.

To your surprise, Rei, too, is camping out here! He talks vaguely about why he thinks Bunyan sent him to Mt. Glaus, but he's cut short by the sound of a monster lurking outside.



Rei was sent to kill off the Nue that's been scaring game from the woods and frightening the villagers.

It's too dangerous to go outside at night, so you all agree to rest. In the morning, Teepo awakens you. The Nue is still wandering around outside, so it's time to take it on. Exit the hut. Once you turn the corner, the Nue attacks!

Fortunately, the attack is brief. You need only go for four rounds or so to cause sufficient damage. The Nue takes off.



Save here using the small stone dragon statue behind the cabin before you wander off too far.

Now follow the path of broken trees up the hill to the right of the cabin. Near the top, you'll find a small cave in the mountainside.



Before you enter, follow the path left and pick up some Vitamins from the satchel there.

NUE CAVE

ENEMIES

Zombie
Bats
Curr

ITEMS

Bent Sword
Molotov
Ballock Knife
Talisman

Inside, you'll notice a trail of blood stretching deep into the cave.



This one's a bleeder.

Follow it until the path forks. To grab a Bent Sword and a Molotov, you can head left down a path leading to a small alcove. Grab the satchel and search the pile of junk to get the items; then return to the main path.

From there, keep following the trail of blood. It eventually makes a turn into a doorway. Follow it into the new area. You'll be in a small cave with a waterfall and a large underground stream. The trail of blood ends here.



Make sure to search every object to find hidden weapons and Zenny.

Search the skeleton near the water for 200 Zenny, and then exit the small cave. After you do, Teepo suggests that the Nue jumped into the water to shake you off his trail. But where to go from here? Return to the middle path in the main cave and keep heading right. The path forks again. If you go south, you'll find a skeleton harboring a Ballock Knife. If you continue to the right, you'll reach a T intersection. At the lower right end, you can pick up a Talisman off a skeleton. If you head to the upper left, you'll enter a small area at the top of the waterfall. You've just solved the Nue problem!



When you walk to the edge of the path, choose to take the plunge.

Jump in. The water carries you down to a secret passage behind the waterfall. Once inside, simply follow the trail of blood to confront the Nue again!

note

Each enemy and boss has a set amount of EXP. Once an enemy is defeated, EXP is divided amongst all remaining party members. For example, the Nue has 95 EXP. If Rei and Teepo were alive but Ryu dead when the battle ended, Rei and Teepo would get 48 EXP each (Typically, the game rounds up).

note

Stealing items is never a sure thing. Each enemy and boss has a steal rate. For example, you have a 1 in 64 chance of stealing the Power Food from the Nue. This means that out of 64 attempts, you should get one Power Food.

FIGHTING THE NUE

290 HP

Recommended Level: 6

Pilfered Item: Power Food (1 in 64 chance)

95 EXP (split between surviving party members)

50 Zenny

Suggested attack(s): Rei, Physical; Ryu, Physical; Teepo, Simoon

Recommended Team: Rei, Ryu, Teepo

The Nue is an easy introduction to fighting the game bosses. His only real attacks beyond, a simple hit attack, are his Nue stomp and his Jolt spell. None of his attacks will cause too much damage, so simply whittle away at him until he's dead and heal up any seriously injured party members by using items or Ryu's Heal spell.



The Nue dies on its feet. Behind it, you'll discover a nest of dead Nue cubs. The mother Nue must have been trying to protect her cubs without realizing it was too late. Exit the passage by jumping back into the water. It carries you out to the foot of Mt. Glaus, where Bunyan awaits. He congratulates you on your victory, but your party is a little disheartened by the death they just caused. Bunyan's pep talk doesn't quite help, but it's time to move on.

ACCEPTANCE!

With the Nue destroyed and spring in bloom, the forest is again filled with wildlife and good stuff to eat. Teepo suggests you all head to town to learn the villagers' reactions to the Nue's absence. Rei reluctantly agrees, and it's off to the village.



This is a good time to speak with the two friendly monsters out in front of the cabin. They'll give you the rundown on Masters, camping, and a few other things.

Exit the woods and head south to the village. When you enter, the townspeople suddenly crowd around you. After a few tense moments, you let the citizens know (thanks to Teepo's big mouth) that you three are responsible for their peace from the Nue. The community finally accepts your ragtag bunch.

Now it's time to reap the rewards by exploring. First, however, talk to the guy wandering around in the green robe.



Remember this shady fellow from McNeil Farm?

He asks a favor. Choose to listen to him and he'll mention that he needs your help, but he won't tell you more until you meet him back at his hut on the farm. Agree to do so and then exit the town.

Before you rush to the mysterious man's abode, explore the world map.



A few things have become available at this point.



The fishing spots are now accessible, and a strange new location has opened up west of Cedar Woods.

You can purchase a rod and some bait from the shop in town to do a little fishing, if you like.



Make sure to visit the [?] location to meet up with the game's first available Master, Mygas. He's near a fishing spot.

When you're ready to continue, head to the farm and visit the hut near the south end of the road.

LOKI'S REQUEST

When you enter the hut, Loki addresses your party and asks you to break into McNeil Mansion to steal back all the money Mayor McNeil has strong-armed out of the villagers.



From talking to everyone in the village, you'll have realized all the citizens suffer from the mayor's high taxes and low pay for their work on the farm.

Teepo sees Loki's plea as a chance to win even more favor in the town's eyes. You agree to help, and the game shifts to the front yard of the mayor's estate. It's night.

When your party disbands seek a way in, have Ryu talk to both Teepo and Rei. Neither will know how to enter the estate.



Think back: Remember any weak spots in the wall?

Head to the far-northern section of the wall and locate the lighter-colored area. Once you examine it, Rei and Teepo rejoin you. Rei leans on the wall, accidentally knocking it in. Shoddy workmanship means easy access!

MANSION COURTYARD (14)

ITEMS

Wallet
Firecracker
50z
Egg

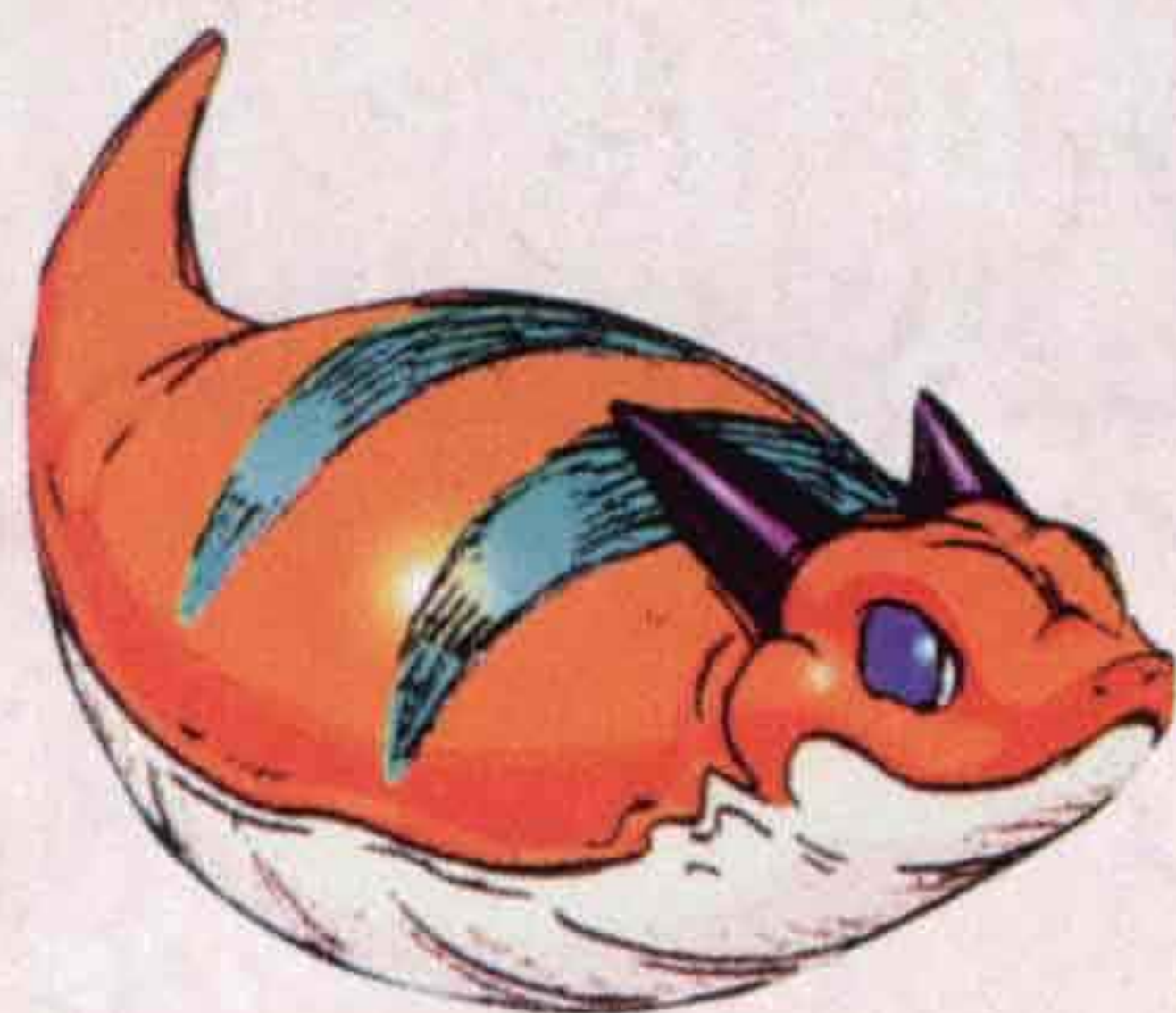
Your objective here is to find a way into the mansion without getting caught by the guards. Some of them will let you pass if you do them favors. Others hold lanterns: If the light shines on your party, you must fight, and you'll end up back at the beginning of the maze. Avoid this as much as possible, because you must pay the first guard 50 Zenny every time you start over. Use your Dash to get past some of the guards more quickly.

After you enter the courtyard, first follow the path behind the hedge leading to the left from your entry point. Stick to the wall. When you reach the end of the hedge, you'll encounter a fellow trespasser who pays you 50 Zenny to keep quiet about his presence.



This guy will only pay you 50 Zenny once, so make good use of it.

Grab it and return to the entrance. Now walk up to the first guard to the north along the middle row and talk to him. He'll offer to let you by for 50 Zenny.



Bribery will get you everywhere.

Pay him and head north to the staircase. At the top of the stairs, instead of walking to the next guard, turn and walk left. Behind the corner of the wall, you'll find a beat-up Wallet.



Use your camera controls to find the wallet.

Pick it up and head over to the guard standing to the right of the stairs. He notices that you have his Wallet and lets you pass for returning it. Now follow the upper path until you near a guard moving his lantern back and forth. Wait until he turns and the light shines away from the path, and then quickly scoot by.

Continue along the walkway and descend the steps heading south until you reach a raised brick platform with a bell at the top. Climb the ladder and use Ryu's sword to hit the bell.



With the Δ button, you can fake the guard out by ringing the quitting bell.

This fools a nearby guard into thinking it's quitting time, and he leaves his post. Climb down to ground level and walk through the north hedge path where the eager guard stood. Wind your way to the big platform in the center of the

courtyard, taking care not to run into spotlights, and walk up to the lounging guard in front of the platform fountain.



Talk to the guard with the dangling cigarette.

Talk to him and he'll offer to let you pass if you take out the dog guarding the front gate. This way, if you're caught, the dog will get in trouble and not the guard. Head south down the central path.



Fido's easy to knock down with a few spells and a solid hit.

At the end, the mayor's guard dog attacks you. His attacks are all physical and he won't do too much damage. You must fight little more than five rounds to take him out.

After dispatching the poor little doggy, head back to the guard and he'll let you pass. Walk off the platform to the right. At this point, you can scurry up the staircase on the other side of the wall and follow the path to a chest containing a Firecracker. Go ahead and grab it, and then return to ground level and locate the three lovestruck loiterers hanging around the hedges by the south wall. Talk to each of them to learn a little about McNeil Mansion's servant relations. Now head right, to where a guard stands in front of a small shack. Talk to him and you'll learn he's part of the love fest in the bushes. He takes off to make sure Mina doesn't give in to another man.

Enter the shack. You've just stepped into a big chicken coop. Big. Rocky, the giant chicken, doesn't like Teepo messing with the eggs. The fight with Rocky isn't too difficult.



Rocky's main attack is Jump, which you can learn as an enemy skill and use in the same fight.

Taking him out takes only a few rounds.

After you defeat Rocky, the chickens run out of the shack and cause general havoc all over the courtyard. You couldn't ask for a better diversion. Head back left to reach the giant platform. The lazy guard tells you that, although the chickens may have distracted the entrance soldiers briefly, they're already back guarding the front doors.

Other guards are still gone, though, so head left to the staircase nearest the platform. Climb up to the mansion's outer walkway and make your way to the right, to the front door.



Listen to Rei and you'll get in.

Rei agrees to distract the guard while you and Teepo sneak into the mansion. The plan goes smoothly and you slip by into the main hall!

INSIDE MCNEIL MANSION

ENEMIES

Roach
Guard
Thunder

ITEMS

Gems
Vitamin (2)
Panacea
MultiVitamin
600 Z
Magic Shard
40 Z
Broad Sword
Eye Drops
Taser
120 Z
Life Shard
Healing Herb



The paintings in the Gallery creep Teepo out a little.

From the main hall of the mansion, your first move is to step into the gallery through the doors on the right. The paintings depict the five bosses you'll face throughout the mansion. Each harbors a rare item that you can use Rei's Pilfer ability to steal. Along the southern wall, you'll find a passage that leads to a set of stairs behind a wall, or to a rest/save point.



At the top of the stairs, make sure to search the boxes in the room for goodies.

After you've picked up all the items and saved your game, head back into the gallery. Exit the gallery and move north up either staircase. Before you reach the stairs, though, the ghost of Torast, fifth-generation McNeil, confronts you.



Sleep is Torast's worst spell, so prepare.

Defeat him and he'll turn into a small fireball and run away. Continue up the stairs. The hallway to the right is a dead end, but you can bone up on McNeil history by reading the books in the library there. To get to the next section, head down the left hall. Take care to search

every dresser and cabinet in every room to pick up Gems and a Vitamin.

Now proceed to the upper-left room and walk north onto the balcony. A McNeil imposter greets you there, and then promptly transforms into Kassan, the third McNeil, and challenges you to a fight.



Kassan's main attack steals your AP.

His main attacks consist of Leech-type spells, so he isn't too tough to take down. Once he's gone, head right, along the balcony, and reenter the building through an open doorway.

Inside the mansion again, pick up the Panacea from the dresser and head downstairs. As you descend, however, yet another ghost appears. This is Galtel, 12th-generation McNeil.



Galtel's ghost talk grows tiresome and you'll hurry him to fight.

His attacks are largely anti-assist spells, so get in as many attacks as you can before he weakens your power. After you defeat him, continue down the stairs.

You'll emerge in the servants' quarters. The servants agree that the mansion isn't the greatest place to work. Too many spooky goings-on. Grab the MultiVitamin from the dresser in the area and continue left to a doorway leading south. Next, enter the neighboring door and follow the hall down to the kitchen. The chef there admits to some recent weird events, but has little else to say.

Continue to the staircase and climb it to more servants' quarters. Talk to the servant there and grab the 600 Zenny from the dresser at the far end of the

room. Return to the foot of the staircase and walk south into the small hall.

Doksen, the eighth McNeil, will surprise you, but he'll have no time to talk: Teepo has grown impatient with the talkative spirits running around the mansion.



Perhaps it's being rudely interrupted, or perhaps it's his superior strength, but Doksen is the toughest of the bunch.

His magical attacks can do real damage, but he's still nothing to work up a sweat over.

After putting him in his place, continue south into the elevator room and press the button to ride it up. You'll emerge in a small room with a staircase. Up the stairs, you'll *finally* enter a save room. Rest up, save, and then climb the ladder.

MANSION ROOFTOPS

ENEMIES

Bats

ITEMS

Grappling Hook
Vitamin
Swallow Eye

At the top of the ladder, you emerge on the roof of the mansion. Rei isn't around, so you must find a way to get across to the far roof, where smoke comes out of the chimney. From the opening, head north to the steps and walk north over the next set of stairs to the far end of the roof. Carefully make your way to the far-northern overhang and slide down directly on the far side.



Position yourself directly above the Grappling Hook.

A Grappling Hook stops you. If you miss the Grappling Hook, you'll have to find your way back through the moss to start again. When you pick it up, Rei returns and helps you get to the opposite roof.

There are two staircases at the top; a bag holding the Swallow Eye lies at the bottom path. Choose to pick up the Swallow Eye. Then enter the opening nearest the smoking chimney. There's not much in the room, but you can pick up a Vitamin. Now it's time to hunt down McNeil and get the money.

Head into the other roof opening and climb down. You'll emerge in a room adjoining McNeil's bedroom. There are some crazy antics going on in there! You'll surprise the greedy mayor and he'll cower in fear ... until his forefathers show up. It's a fight!

FIGHTING AMALGAM

520 HP

Recommended Level: 10

Pilfered Item: Magic Shard (1 in 32 chance)

70 EXP

200 Zenny

Suggested attack(s): Rei, Physical; Ryu, Physical; Teepo, Simoon

Recommended Team: Rei, Ryu, Teepo



Once you take out the boss, McNeil will surrender his stash of cash. Rei and Teepo take off for the money room and the scene fades out. Your mission is a success, so far.

PAYBACK

Your gang heads back to town and drops off little bags of money on each villager's doorstep. The next morning, Teepo is anxious to learn their reaction and reap his rewards. (Teepo seems to have a deep-seated need for approval.) However, no one seems happy about your Robin Hood stunt. They're afraid of repercussions from McNeil, and many have in fact returned the tax money.

Head to the Farm and talk to Loki.



Loki cowers beside the wheelbarrow.

He nervously asks you to meet him in the same hut, near the south end of the farm. But Loki never shows up. Instead, Bunyan carts in a cow! He gives you some advice and warns you to watch your back: McNeil is involved with some shady characters who wouldn't think twice before hurting a child. Rei suggests you head home to think everything over.

When you enter Cedar Woods, you discover some thugs have taken a torch to your beloved forest home.



Talk about an ambush!

A pair of rough-looking horsemen, Balio and Sunder, confront your party and make threats. No trash-talking allowed in your camp! The gang draws its weapons for a fight!

BALIO AND SUNDER AT CEDAR WOODS

Appr. HP n/a

Recommended Level: Extremely high

Pilfered Item (Balio): Protein (1 in 256 chance)

Pilfered Item (Sunder): Life Shard (1 in 256 chance)

Suggested attack(s): Rei, Physical; Ryu, Physical; Teepo, Simoon

Recommended Team: Rei, Ryu, Teepo

You *can* beat Balio and Sunder, although you must have extremely high levels to do so. Whether you win or lose, the outcome is the same, but winning will net you a Broad Sword and Asbestos Armor.



REALIZATION OF LOSS

You wake up alone in Bunyan's cabin at the edge of the forest. Walk outside. He tells you he found only you near the site of the showdown with Balio and Sunder. There was no sign of Rei or Teepo. Bunyan presumes they're dead. Your conviction that they're alive motivates you to look to Wyndia, the big city to the far east, for answers.

Bunyan says you must first get around Mount Mynerg to the east before you can continue down the road. Restock and when you're ready, head east of Yraall Road to Mount Mynerg.

MOUNT MYNERG (16)

ENEMIES

Nut People
Ripper
Eye Goo
Tarman

ITEMS

Icicle
Protein
Bat Amulet
200 Z
Skill Ink

When you enter Mount Mynerg, follow the path south and talk to the friendly Tarman huddling near the mountain wall. He gives you valuable information about some enemies' weaknesses.



Don't heed Tarman's feeble plea to not use Frost on his brethren. Frost magic is the only way to damage them here.

Pick up the Icicle from the chest next to the Tarman; then round the corner and proceed right along the hill path. Go up the ladder there and go right at the top. Climb down the far ladder to pick up a bag of Protein near the right edge of the maze map. Then get back to the higher ledge and climb up the far-right ladder. There's another ladder to climb, so get to it.

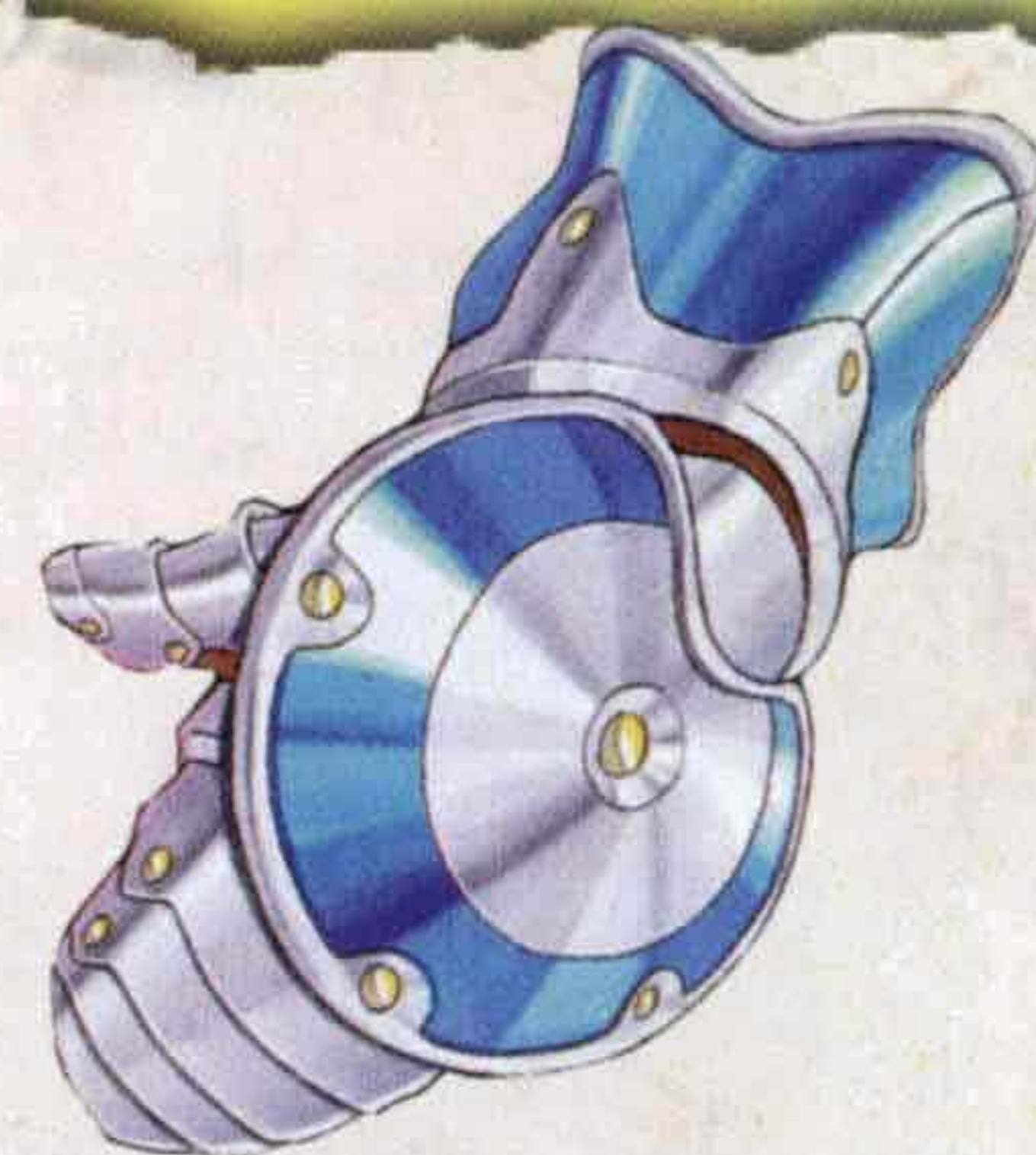


Before you proceed up the third ladder, make sure to go right and then scoot around the corner of the mountain along the narrow path leading north to pick up the Bat Amulet in a chest there.

Now climb the ladder.

On the next ledge, walk north along the cliff wall then left until you find a section of the lower wall that looks smooth. Jump down from there and search the new area for a bag holding 200 Zenny! Find the ladder to the higher ledge and climb it. From there, walk north to find another ladder just past the apple tree and climb it to reach the summit of Mount Mynerg.

Walk all the way to the right along the upper ledge. You'll find a familiar face, but not one you cared ever to see again: Sunder! He fears you're a ghost returned for vengeance, but soon enough, his bro Balio shows up and talks some sense into him. Abruptly, Sunder runs you through with his sword, leaving you slumped on the ground. But to their surprise, you're still alive—but you've transformed back into baby dragon form. Balio comes up with a clever plan using you to siphon reward money out of the king of Wyndia. We cut to the throne room of Wyndia Castle.



ESCAPING WITH NINA

Ever the tricksters, Balio and Sunder uncover your cage at the Royal Court hoping for money and applause for their capture of a live dragon. Unfortunately for them, though, you've changed back into a child! After a display of cruelty, the king locks both away in the prison cells. You're considered a con artist as well, and you wake up in a cell near Balio and Sunder.

Enter Nina, the Wyndian princess. She stops by your cell to reassure you, but your neighbors overhear her offer of freedom. Balio and Sunder con Nina into releasing them. A royal hostage should reap them more ransom than an orphaned dragon. They carry Nina off to the nether regions of the prison dungeon.

After you regain control of Ryu, examine the cell door.



You may either yell for the guard or attempt to break down the door.

Yell all you want, but the guard refuses to help you, so choose to break the door down. Your first attempt provokes a snuffle fit, but your second rush breaks the bars. Check Balio and Sunder's open cell to pick up some Skill Ink and to save your game using the book on the bed. Now you can rush over to the staircase to play hero.



At the foot of the stairs you run into the group again. Balio and Sunder challenge you to a fight, but take care to avoid hurting Nina. Again, the pair is just too powerful for you at your current level, so they'll win in the end.



Nina wakes and heals you after the fight.

She mentions a way to get back up to the town through the Catacombs, so take to the stairs leading down.

WYNDIA CATACOMBS (19)

ENEMIES

Thunder
Volt
Nut People
Zombie

ITEMS

Glass Domino
Wisdom Fruit
Panacea
Vitamin
Light Bangle

You descend into a large cave with seven massive tombstones to the south of the entry point. Make sure to find all the tombstones by walking south. You'll find a cluster of four tombstones near the entry point.



A color combination puzzle awaits you in the Catacombs.

To find another tombstone cluster, continue south down the ramp to the lower section, and then find a steep, narrow ramp that is south and to the right leading to a separate land mass. The other cluster is at the top.

One massive tombstone sits at the end of a long stone walkway to the far left of the main section of the room. To pick up the Panacea, Vitamin, and Light Bangle, press any button other than the green one to fall through a hole in the ground. Once you get back to the top floor, remember you must visit at least eight tombstones before you can get out of there.

When you examine a tombstone, you'll see some words that act as buttons you can push. If you push the wrong button, the floor under you will give way and you'll fall into a small cave area. Climb back up and you'll find yourself on the square, raised platform near the entrance.



A chest on the platform contains a Glass Domino; make sure to pick it up if you push the wrong button and end up on the bottom floor.

To push the right buttons, push the green buttons on seven tombstones, and then find the one tombstone (near the "is/not" tombstone) that offers three choices. The green answers are: "above," "outside," "that," "secrets," green, "not," "green" 7." For the multiple choice tombstone, give this series of answers: top, top, top, bottom, middle, middle, middle.

After you push the last button, you'll drop through the floor into a tiny room with a furnace. Walk left past the furnace and you'll drop again, this time into the royal family's tomb.



Check behind each tombstone to find the Wisdom Fruit sitting in a chest.

Now exit the tomb left down the path. Follow the walkway to exit the Catacombs altogether. You'll emerge on one of the outer fortress walls of Wyndia city!

WYNDIA (19)

ITEMS

Ammonia
Healing Herb
Moxa
Bread x4

WYNDIA ARMOR SHOP

ITEM NAME	PRICE
Leather Armor	180 Z
Leather Apron	330 Z
Ranger Garb	520 Z
Cuirass	620 Z
Mage's Robe	610 Z
Gauntlet	400 Z
Bronze Shield	610 Z
Iron Helm	380 Z
Glass Domino	450 Z

WYNDIA GENERAL STORE

ITEM NAME	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Worm	20 Z
Toad	20 Z
Old Popper	20 Z
Sinker	20 Z

WYNDIA WEAPON SHOP

ITEM NAME	PRICE
Bronze Sword	240 Z
Broad Sword	600 Z
Claymore	2,500 Z
Mace	400 Z

TOSHIHIRO'S GENERAL STORE

ITEM NAME	PRICE
Midas Stone	3,000 Z
Talisman	500 Z
Life Sandals	500 Z
Molotov	10 Z
Dynamite	200 Z
Weather Vane	200 Z
Taser	200 Z

WYNDIAN BAKERY

ITEM NAME	PRICE
Bread	20 Z

Welcome to the big city! Pillage everything you can and search every corner and dresser for extra items. With four stores in town, you have a great variety of items to choose from, but get all the free stuff you can: The equipment isn't getting any cheaper.

Wyndia also is one of the first towns with an Inoculation Shop. Here you can vaccinate your characters against certain elements to improve their defenses and boost the party's survival rate. The effects of an inoculation last until your party rests in a Camp or at an Inn, so get inoculated just before taking off for a dungeon or maze. The cost of inoculation changes with each level you gain.

Who do you want to inoculate?		480Z
Ryu		
LV 10	56 / 56	
MP 37	37 / 37	
Nina		
LV 7	34 / 34	
MP 42	42 / 42	
Flameblock	100Z	
Frostblock	100Z	
Thunderblock	100Z	
Earthblock	100Z	
Windblock	100Z	
Mindblock	100Z	
Chaosblock	100Z	
Deathblock	100Z	

The higher your levels, the more it will cost.

When you return to the task at hand, you find that no one in the city has seen or heard of Rei or Teepo. The children running around the town square fountain challenge you to a game of hide-and-seek. They might remember seeing Teepo or Rei, but you must play their game before they'll talk to you seriously.



HIDE-AND-SEEK

After the four kids scatter, you'll find them in these locations:



- ◆ next to the trees in front of the Inoculation Shop



- ◆ standing in the wide alley next to the city's front gate



- ◆ hiding at the end of the alley where the bum sits



- ◆ standing behind a tree at the outdoor cafe

After you find them all, you'll return to the fountain. The group's leader tells you they saw a kid trying to burgle the house near the Armor Shop. The robber was last seen fleeing to Eygnock Road, south of Wyndia. If only grownups could be so helpful! Finish up any item purchases or exploring in Wyndia. Note that on the world map, just outside of Wyndia, directly to the east in the outer city walls, you'll find another Master—Durandal. Then exit the city and head south to Eygnock Road.

CAPTURE!

When you enter the Eygnock area, Nina spots a house up ahead.



Nina suggests you visit the people living there to see if they might have run into Rei or Teepo.

Head south along the path and enter the house at the T in the road. As you enter, you'll hear Nina scream outside. If you're



REALIZATION OF LOSS

really insensitive, you'll talk to the people inside and pick up the Clothes from the cabinet before rushing back out to see what's going on. If you're concerned, however, don't even bother with Gram and Gramps in the cottage, just exit.

Balio and Sunder are back! And this time they've got you in a bind. They take you and Nina far south to a town called Genmel.

ARENA (24)

ITEMS

80 Z

ARENA ITEM SELLER

ITEM NAME	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Dynamite	200 Z
Weather Vane	200 Z
Taser	200 Z

ARENA WEAPON SELLER

ITEM NAME	PRICE
Broad Sword	600 Z
Scramasax	1,200 Z
Mace	400 Z
Magician Rod	780 Z
Rippers	600 Z
Ranger Garb	520 Z
Cuirass	620 Z
Breastplate	1,000 Z
Gauntlet	400 Z
Bronze Shield	610 Z
Glass Domino	450 Z

Balio and Sunder's trip ends at the Arena Town of Genmel. They leave you in the Pub's back room under the "watchful" eye of the bar owner, Fahl. Luckily, Fahl is three sheets to the wind by the time the horse brothers leave the building.



Ryu displays a little skill in biting through the ropes restraining Nina and himself.

Now it's time to sneak past Fahl to freedom! Note the shady figure standing behind the table in the Pub. This is Garr. You'll run into him a little later. Fahl will also become available as a Master later in the game.

Outside the Pub, you won't be in any immediate danger, so take a little time to explore. The townspeople are abuzz about the Contest of Champions setting up at the main arena. You couldn't care less at this point, so simply check out the sights.



Before entering the town shop, use your camera to check out what's hidden behind the town wall.

A Fishman sits out front. Talk to him and he'll give you a Flyer for a discount at the shop! Once you possess it, you'll automatically get a discount on any item, weapon, or armor you purchase there, so don't pass this guy up!

When you're ready to leave town, head through the city gates and you'll end up in a new section of the world map. There are a few locations to note in this immediate area. A [?] location sits behind the hill north of the new Fishing Spot. Check it out.



Later in the game, return to this tree with Peco to shake down the Flower Jewel.

There's not much to do here at this point, but note the crow sitting atop the tree outside the tent, as well as the Wisdom Fruit waiting to be pilfered from the dresser inside. Exit the location and head east to Maekyss Gorge.

When you enter, notice that an overturned cattle cart blocks the bridge.



How convenient.

The men standing with the cart tell you to try passing through Mount Boumore to get north to Wyndia. Take their advice and head east of Arena Town to the foot of the giant mountain.

MOUNT BOUMORE (25)

ENEMIES

Gonghead
Nut People
Tarman
Orc

ITEMS

200 Z
Bent Sword
Buckler
Life Shard

Once you enter Mount Boumore, follow the path all the way up and circle back around to the upper-left side of the maze map.



Mount Boumore is pyramid-shaped, so expect to do some climbing.

You should then find a small ramp leading to a rope ladder. Climb it and head straight on the path. To fetch the Buckler, walk to the edge of the path to the far right, past the cabin. It looks smooth, so go for it: Jump down from the ledge, and then jump down again at the next ledge.





You should end up on a shallow ledge with a treasure chest on it. Grab the Buckler from the chest, hop down left of the ledge (to the small ledge), and circle back to the ladder.



Don't forget to pick up the satchel containing 200 Zenny on the way!

You'll approach a small cabin atop the mountain where two workers toil away. Talk to them both and they'll invite you in for a chat.



Nina gives the workers the details of your situation.

They offer to help you cross the mountain in the cable lift out back. They're holding something back, but for you and Nina, a good night's rest is more

important now. When you're free to move around, check the dresser for a Bent Sword before retiring into the small back room to the right. Sleep tight.

The next morning, Nina tries to reenter the cabin, but the door is locked. One of the horse brothers enters the cabin! The workers have ratted you out.



There's no solution now except to run!

Nina suggests you use the lift, and you automatically head to the lift platform. There are some tense moments as Sunder appears and Nina tries frantically to activate the lift control with her wand ... It works! Nina jumps on the lift as it moves past the gate and you're safe during your brief journey. Nina also takes a moment to snuggle with you.

When the lift lands at the far gate, exit the platform and walk downstairs. From the doorway, head right along the cliff path.



You can't get through the locked gate, so head toward the fork in the path.

If you take the lower path, you can pick up a Life Shard from a bag, but you must take the upper path to the top of the mountain. Guess who shows up? Another horse brother! This time he's got you cornered, and he's blocked all the roads. Nina initiates your only hope for escape—jump!



Ryu protects Nina from the fall as they tumble into a clearing far below.

After you regain consciousness, head directly south to exit Mount Boumore.

You return to the world map. Only a few locations are open to you now. A Fishing Spot sits south of a large, looming Tower, but before you cast your line or exploring the massive tower, walk slightly south of Mount Boumore.



Find the Gene spot on the map for your first Brood pickup.

When you hit the right spot, a [?] appears.

Enter and follow the path to the end to pick up the Reverse Gene. Now exit and hit the Tower!

THE TOWER (26)

ENEMIES

Lizard
Orc
Probot
Ice Toad
Armorbot
Hyperbot

ITEMS

Ring of Ice
Silver Knife
Bamboo Rod
Ice Chrysm
Flame Chrysm
800 Z
Moon Tears
Breastplate
Ivory Dice
40 Z
Panacea
Skill Ink



JUNK MERCHANT

ITEM NAME	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Ammonia	200 Z
Toad	20 Z
Old Popper	20 Z
Mage's Robes	610 Z
Cuirass	620 Z
Gauntlet	400 Z
Glass Domino	450 Z

You're about to enter one of the game's longer mazes, so make sure to talk to the Fishman out front as soon as you set foot on the Tower grounds.



The Fishman offers to sell you some goods, so stock up heavily.

The monsters are tough, so it's wise to splurge and go to the Fishing Spot to pick up some denizens of the deep for backup.

When you're ready to go, avoid entering the building immediately. Instead, explore the outer areas first.



You'll find a Silver Knife on the top walkway, as well as a few characters to talk to.

The traveler near the fountain tells you of a weird, bookish girl who lives in the Tower. She's booby-trapped the entire building. Perhaps she could help you.

Worry about that after you speak to the strange machine soldier sitting near the wall on the top walkway. He drops some confusing hints on how to spot weaknesses in some of the enemies.



He also offers pointers on how to use Ryu's Dragon Breath attacks effectively.

After exploring fully, return to the fountain in the front of the Tower and read the plaque. It says that if you fill all the crystals around the fountain with Chrism, you can receive what's in the treasure chest submerged at the bottom of the fountain.

To do this, enter either doorway on either side of the fountain.



Nina's wand gets a workout in the Tower.

Locate the large crystal at the end of the fountain and have Nina use her wand on it. Immediately, a laser blocks your direct path out front and a timer set for 30 seconds appears. Time to haul butt! Head up the stairs north of the crystal. On the next floor, stick to the left wall heading south until you pass through a door leading back out front. Hurry down the stairs, stick to the north path, and descend another flight of stairs to the ground level in front of the fountain. Hurry to each crystal, having Nina hit each with her wand, until all four are glowing. If you manage to light them all up before 30 seconds are up, the fountain's water level lowers and you can enter the Tower, descend the steps at the far end, and grab the item from the chest! The item you receive depends on how many seconds are left once you complete the puzzle.

Over 6 seconds left = Ring of Ice

Over 5 seconds but less than 6 left = Wisdom Fruit

Less than 5 seconds left = MultiVitamin

The plaque mentions three "fates" to be had from this puzzle. To get the other two items from the chest, you must exit the Tower location completely, return to the world map, and then reenter to reset the puzzle. If you do, you must repeat the puzzle to get what's in the chest. After you get the third item, the fountain puzzle officially ends.

Reenter the Tower and head up the stairs near the large crystal. At the next level, follow the hall leading right and head through the wooden doors at the end.



The sign on the wall warns of many monsters wandering the halls due to an abundance of Chrism.

In the next hall, head north, then up the wide stairs. To the right through the wooden doors is a save-and-rest room. Use it. Then return to the large room and head all the way to the far-left side of the area to find a small hall leading to a staircase. Follow it, and then walk down the corridor and around the corner.

At this point you encounter a curious object ... or something. It walks out of a room, plugs its ears against a large explosion there, and reenters the room. Follow it to find—Momo!



Honey! Momo!

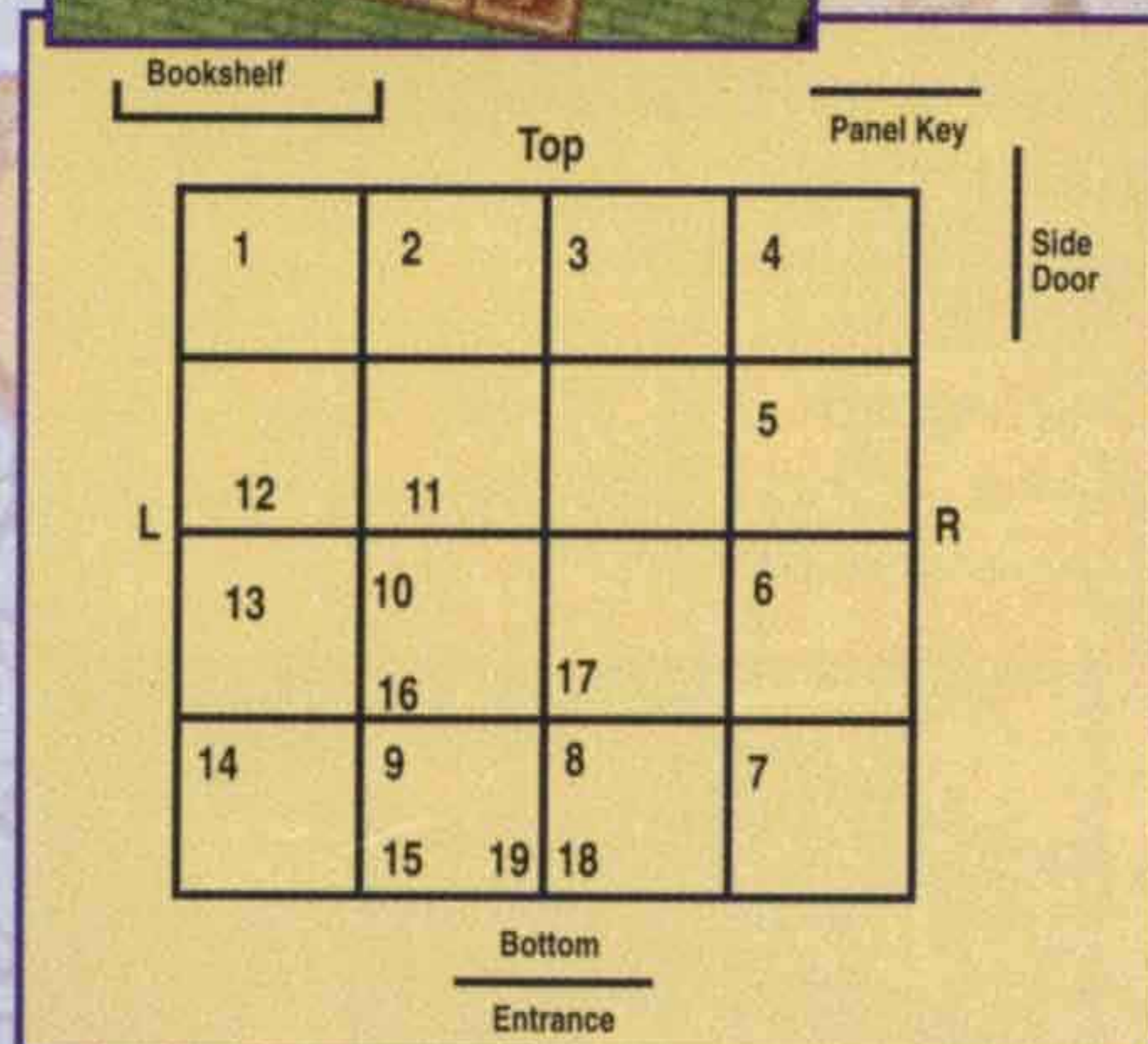
After the explosion, Momo will be a little hard of hearing, but bear with her. Eventually, she regains her hearing and you can explain your situation in full. She introduces herself and her pet machine, Honey, and then agrees to help you get to Wyndia. She's a whiz with machines,

which explains the strange contraptions in the Tower. You may rest while she packs a few things, but when she comes back she mentions seeing a few rough-necks out front trying to get in. Time to skeedaddle! Exit the room, Momo in tow, and enter the neighboring room.

In this room you find a series of square floor panels arranged in a pattern. Read the sign on the wall for the rules for triggering the floor panel device to open the side door. You must turn all the floor panels from pink to gray by stepping on them, but you must do this using a set pattern that leaves you finally on an edge square so you can step directly off the puzzle to solve it. If you turn all the panels gray, but end up standing on a square in the middle of the larger square, you must walk across a few panels (turning them pink again) to step off the puzzle and activate any triggers. There are several ways to solve this puzzle, but see the figure on the next page for a reliable way to unlock that stubborn side door: Note that the numbers reflect the order in which to step on each square.



If a square is unnumbered, you needn't step on it.



After you unlock the side door, head in to claim your prizes! Pick up the Flame Chrysm, Ice Chrysm, and Skill Ink from the chests, and then read the sign on the wall. It mentions "4 rotating cubes ... if you can find the matching pair ..."

note

Walk, don't dash, across each square to avoid stepping on the wrong square by mistake.



Remember this information. You'll need it later.

For now, simply exit the side room, and then head out of the puzzle room into the hall again. Proceed down the hall to the upper right to climb a staircase to the next floor.

Next, follow the corridor right and then south down to a set of stairs. Follow the hall left to reach another doorway. In the next room you'll find five floating, colored cubes. There's one large cube at the far end of the room and a row of four similar, but smaller, rotating cubes in front of you. You must find the two smaller cubes that have the same coloring on all six sides as the large cube does. Once you identify these, flip the switches on their stands.



If you pick the wrong ones and try to walk to the large cube, the floor will open and you'll end up on a lower floor having to work your way back up again. Avoid this at all costs. This maze is long enough already.

The two correct cubes are the second and fourth from the left. Once you get it, head past the cube and up the large staircase. Find the doorway at the top of the stairs and head through to reach yet another hallway and staircase.

Follow them to a room with blue and red levers. These control two moving platforms connecting the room's three areas. Your objective is to reach the top floor panel and ascend the stairs, but why not explore a bit first?



Head through the doors to the north to pick up 800 Zenny from the room at the end of the hall there.



Shift the moving platforms so you can access the lower-left area; you can grab some Moon Tears from a chest through a set of doors.

When you're ready to continue through the maze, make sure to head north up the stairs from the main room. Then circle around this area to a staircase in the lower-right section.

You'll emerge in a new room with new moving platforms.



Will this moving platform wackiness ever end? Not yet.

Hop on the gray platform at the top of the stairs to ride it to the far side of the room. From there, head up the staircase. You'll notice a large crystal against the wall similar to the crystal on the ground floor of the Tower. Read the sign near the crystal. You can "power up" this one with more than one dose of Chrysm from Nina's wand. The crystal controls the moving platform directly in front of it. Your objective is to get all the way across the room.



All those treasure chests lie between you and the exit! You can get them all and head out.

To reach the goodies, hit the crystal twice and jump on the platform to the nearest trunk holding a Breastplate. Then jump down off the platform and walk back up to the crystal. Six strokes of the wand, and you can reach the far chest holding Ivory Dice. Jump off this platform, then the next until you're back at the beginning. Now return to the crystal and hit it at least eight times to reach the opposite side of the room and continue with the maze.

At the other side, follow the hall until you reach a room with wooden doors. Inside you can pick up a Bamboo Rod; then exit and continue left down the hall. Up the stairs, you'll enter a room with lasers blocking your path and a crystal in the center.



More Chrysm madness!

Nina must use her wand to hit the crystal. This stops the pink laser, but a blue laser pops up just past the crystal. Move your party directly next to the crystal, and then have Nina swipe it again. Now the blue laser disappears, but the pink laser will reappear along with a red one blocking your path farther on. Stand to the right of the crystal (toward the exit) behind where the blue laser will pop up and have Nina pull a long-distance Chrysm toss. If you hit the crystal, you're free to move on through the right-hand doorway.

Finally you'll reach Momo's father's personal library. She mentions a secret escape mechanism somewhere in this room, so take time to peruse the shelves and look around.



Search the cabinets for 40 Zenny and a Panacea.

When you're done, search behind the desk. Momo will find a switch, flip it, and a large rocket will rise from behind a secret floor panel. Hop on. Momo ignites the fuse to blast you out of the Tower to a rather messy crash landing.

CRASH SITE (27)

ITEM

Thorn Gene

You'll land on the world map slightly north of the Tower, but far enough away to keep you from Balio and Sunder's grasp. In the crash location, make sure to walk directly right of the destroyed rocket.



You'll find a Thorn Gene in the shrubbery.

Exit. Back on the world map, a new chunk of area is at your disposal. Too bad the only new place you can really visit at this point is a small hillside Coffee Shop. Head north of the crash site and enter the Coffee Shop.

COFFEE SHOP (28)

ITEM

Vitamin

COFFEE SHOP SOUVENIR MERCHANT

ITEM NAME	PRICE
Healing Herb	10 Z
Croc Tear	5 Z
Antidote	12 Z
Eye Drops	20 Z
Molotov	10 Z
Ammonia	200 Z
Wooden Rod	40 Z
Worm	20 Z
Toad	20 Z
Old Popper	20 Z
Sinker	20 Z

Once you enter the Coffee Shop location, Nina reveals a hankering for some java. Head up the hill to be seated at a table automatically. The waitress swings by to tell you the road to Wyndia is closed due to some ruffians setting up a checkpoint to inspect all incoming travelers. Looks like you're stuck for a while.

A man at the next table overhears your conversation and recognizes Momo as the daughter of the man who built the Plant he works at. He introduces himself as Palet and asks Momo if she'll swing by and help him with some machines malfunctioning at the Plant. Momo agrees (there's not much else to do). Palet then leaves for the Plant.

When you're free to move around, explore the rest of the Coffee Shop. Inside, there's a little souvenir shop and an Inn to rest at.



Search the drawers at the Inn to pick up a Vitamin.

Then explore the shop's outer area. Another Master stands at the top of the hill above the shop. You must carry at least 15 different weapons in your inventory before she'll take you as an apprentice, so you may not have the stuff to be her whipping boy just yet. Down the hill on the other side of the sitting area, a man stands next to a vinegar well.



Remember this vinegar well. You'll need some of it later.

When you're done, exit the Coffee Shop location and head east to the Plant.

PLANT (29)

ITEM

80 Z
Ginseng
Healing Herb

PLANT MERCHANT

ITEM NAME	PRICE
Mandrake	100 Z
Antidote	12 Z
Eye Drops	20 Z
Molotov	10 Z

When you enter the Plant, you'll notice it's more of an agricultural factory rather than a farm. Vegetables and crops are grown using Chrysm ore, so they grow bigger—and often stranger. Visit the building directly right of the entry point. It contains an Inn and a limited merchant.



This is the only place you can buy Mandrake, so pick some up if you're interested in trying some Chrysm-grown goodness.



Upstairs in the room you'll find 80 Zenny in the drawers.

When you've stocked up, exit the building and head left to the conveyor belt. It's not moving the right way to reach the upper walkway, so flip the blue lever next to it to reverse the gears. Ride the belt, and then head north to the ramp up to the next belt. Hop on, ride it up, and then walk up the short ramp near the hothouse.

On the next level you face two conveyor belts. The one leading south lets you talk to more workers, so hop on the one going left. Flip the lever at the next junction to hop on the southward conveyor belt. Now just walk to the right and ride the belt down to reach the main area of the Plant, where Palet awaits your group.



Before you talk to Palet, enter the furnace building near the belt to pick up a Ginseng and a Healing Herb from the cabinets inside.

When you're ready, place Momo in the lead and have her talk to Palet. He tells you all the machines have been fixed. His request was a ruse to get you to address another problem they're having at the Plant: Mutants! On an off day, the Chrysm can produce some freakish vegetables.



Notice the giant onion Momo thinks is cute.

When this happens, the workers must dispose of them at the Dump west of the Plant, but something is preventing them from doing so. Now the Dump is overrun with mutants and the workers refuse to have anything to do with it. Your job is to rid the Plant's Dump of its "problem." Momo agrees to do so. In return, Palet offers to help you get to Wyndia. Exit the area by sliding down the ramp south of where Palet stands and head out of the location. On the world map, go to the hill west of the Plant and enter the Dump.

DUMP (30)

ENEMIES

Fire Slug
Slug
Eye Bulb
Pain Weed
Rank Weed
Bomber

ITEMS

High Boots
1,200 Z
Magic Shard
Artemis's Cap

Two main areas make up the Dump, so it's not too large. You need only concern yourself with getting around inside if you want the items from all the chests. To do this in the first room, you must shift the crates to gain access to the far-right path to the upper ledge. You'll need to move them so one crate aligns with the upper walkway, allowing you to walk across it to a chest.



Grabbing the items is entirely optional, but helpful in the long run.

So, when you enter, head south and then left around the walls to reach an opening in them. Go to the center of the room and locate the blue lever switch box. Flip it enough times to clear a pathway north from the switch, and cross the tracks to pick up 1,200 Zenny from the chest. Return to the switch and flip it until it aligns a crate with the upper walkway left of the switch box. Peek around to see if the far-right ramp is clear, as well.

Return to the far-right path, walk up the ramp, and fetch the High Boots from the far-left upper walkway. Use the smooth ledge to jump down into the far-left lower path and continue north until you cross the tracks and through the door leading left.



If the tracks aren't clear, flip the switch until they are.

In the new area, head south down the ramp and continue south to the path leading right along the lava pit.



If you want a Magic Shard, simply walk south along the lava pit to find a chest in the corner.

Head to the narrow path leading right along the lava pit with a red switch and a blue switch. Use either to move the crates on the tracks so that a crate connects each upper walkway to the north.



Make sure no party members are standing on the tracks hitting the switch.

Now head back north and find the opening to the right to walk up a ramp along the far-right wall to the upper walkways. If you positioned the crates correctly, you'll be able to cross to the left and then right to pick up an Artemis's Cap.



Momo will appreciate this accessory most!

Return to the path with the two switches and walk all the way to the right and through the opening overgrown with ivy. Inside, you'll find a towering mutant vegetable that moves, talks, and fights! You're supposed to destroy it, but it doesn't seem right.

Your choice is made for you when the mutant attacks!

FIGHTING THE MUTANT

500 HP
Recommended Level: 15
Pilfered Item: n/a
600 EXP
300 Zenny
Suggested attack(s): Ryu, Physical, Flame Breath, Flame Claw; Nina, Simoon; Momo, Physical
Recommended Team: Ryu, Nina, Momo



Start the battle nice and slow; don't go overboard. Gradually wear down the mutant, causing him to regenerate his HP. Eventually you'll see the message, "Mutant Loses Regeneration." Once this happens the mutant no longer

will have the ability to heal itself. Feel free to wait away as you normally would.

After you defeat the mutant, it apologizes and asks you to destroy it. At this point, no one really has the desire to.



Face it, the mutant is sort of cute—and very tragic.

After all, the mutant's fate is no fault of its own. Momo understands the need to study it. But it insists it should never have been created, and that it can't restrain itself from attacking people. It's a catch-22. The mutant pleads with Ryu to push the lever and send it into the Dump's molten lava. You have no choice. Push the left lever to destroy the mutant.

Before you can grieve, a new character appears: Peco, the giant onion! Momo insists he join your party. Now you're free to exit the Dump. Do so and head back to the Plant for some much needed R&R.

First, though, notice the new ? location east of the Plant.



If you enter, place Peco in the lead position.

Talk to the Yggdrasil tree. Surprisingly, Peco can understand it! This particular Yggdrasil may become a Master if you're willing to part with a Wisdom Fruit. You may return here anytime later to speak with Yggdrasil as long as Peco is in your party and he's the one that does the talking.



BACK TO WYNDIA (SORT OF)

When you reenter the Plant, Palet is waiting for you. He thanks you for your help and insists you rest. He plans to help you pass the checkpoint in the morning. He seems more nervous than usual, but you'll take him up on his offer. Once you're back in control, head over to the Inn at the Plant.



The clerk tells you tonight's a freebie, courtesy of Palet.

When you awaken the next morning, you'll join Palet at the entrance. He produces a hay cart for you to hide in. Everyone hops on and the cart departs for the big city. Once your party has left, however, Palet reveals an ulterior motive for helping you: He doesn't want anyone to know about the Chrysm/mutant problems at the Plant, and he's surrendered you to Balio and Sunder.



Some old friends are expecting you.

You're caught at Eygnock Road by half the horsey-boy duo and carted off to the Arena once again.



THE BATTLE ARENA



THE CONTEST OF CHAMPIONS

You arrive inside the Tournament Hall in Balio and Sunder's private office. They'll still be blowing hot air about how they must destroy you, but Nina comes up with an idea. She strikes a bargain with the two to fight in the Contest of Champions soon to begin at the Arena. If your party wins, you're free to go. If you lose, your fate is pretty much sealed. Balio and Sunder agree and will free you to stock up and explore at your leisure if you leave a party member behind as a hostage.



Unless Peco is at a significant level, leave him behind.

If you change your mind, you can always return to this room and switch party members.

Now you're free to explore the Tournament Hall, the city, and even the world map—within reason. Balio and Sunder's thugs still guard the road at Maekyss Gorge, so you can go only so far. But now you can level up at battle spots on the world map and upgrade your weapons in the Tournament Hall.

TOURNAMENT HALL ARENA

ITEMS

Bandanna
Coin
40 Z
Healing Herb

TOURNAMENT HALL ARMOR MERCHANT

ITEM NAME	PRICE
Breastplate	1,000 Z
Scale Mail	1,450 Z
Buckler	1,100 Z
Knight's Helm	720 Z

TOURNAMENT HALL ITEM MERCHANT

ITEM NAME	PRICE
Vitamin	50 Z
MultiVitamin	300 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Fire Cracker	500 Z
Iceicle	500 Z
Napalm	800

TOURNAMENT HALL WEAPON MERCHANT

ITEM NAME	PRICE
Scramasax	1,200 Z
Moon Sword	2,000 Z
Claymore	2,500

From the entrance area of the Tournament Hall, head straight through the big opening behind the ticket seller.



You can wander to all the areas to talk to everyone you can.

Once you're ready to visit the fight halls, head from this point to the far left and enter the door. You'll emerge in the Hall of Fire, where your first fight will take place.

The merchant stands are through to the right of the Hall of Fire. Make sure to search all the cabinets if you want to find the Healing Herb. Once you're stocked and ready to go, talk to all the Dodai standing in the hall to get some idea of what to expect during the fight. Enter the room at the north end of the hall to talk to your opponents. Return to the second door with the sword mat out front to enter your waiting room. Search the cabinet there for a Coin, and then talk to the bunny girl standing in front of the door. She gives you instructions on how to fight in the Hall of Fire, then asks if you're ready to go. Make your choice. If you're ready to fight, get out there and show 'em what you're made of.

FIGHTING PATRIO'S TEAM

Recommended Team: Ryu followed by Momo followed by Nina

This battle is fought one-on-one. Your team will fight in their respective battle order. Before beginning, however, make certain you're equipped with the best gear from the Arena merchants. The Claymore, Buckler, Knight's Helm, and Scale Mail will do nicely. They aren't cheap, but they're worth the cost. If you've got leftover money burning a hole in your pocket, outfit the rest of your party with improved Armor.

You can deploy two different strategies in the Hall of Fire. The first is simple: Kill your opponents as they come to you. The second requires more patience, but pays off better in the end: A pair of Dodai hold your opponent and you above the lava in the Hall of Fire. If you can kill your opponent's Dodai before he can kill yours, you'll be set. This isn't easy, though. Each Dodai has around 2,000 HP. Nothing you've fought so far comes close.

Physical attacks work best, but make sure you watch your Dodai's health. You can tell if the health becomes too low because the platform lowers halfway. If this happens you'll need the best healing available, preferably a MultiVitamin. If you manage to defeat your opponent's Dodai, you'll win the entire fight and will have completed this hall. Even better is the 3,000 EXP awarded the character who issues the finishing blow!



CLAW

220 HP

Recommended Level: 17

Pilfered Item: Silver Knife (1 in 8 chance)

Dropped Item: Speed Boots (1 in 32 chance)

150 EXP

200 Zenny

Suggested attacks: Ryu, Physical, Breath Claw; Momo, Physical; Nina, Simoon

Recommended Team: Ryu

She enjoys using a Blind skill, so come prepared with Eye Drops.



CAWER

200 HP

Recommended Level: 17

Pilfered Item: Dream Ring (1 in 32 chance)

165 EXP

70 Zenny

Suggested attacks: Ryu, Physical; Momo, Physical; Nina, Simoon

Recommended Team: Ryu

Cawer probably will use his first two turns in battle to cast Protect and Speed. Take this opportunity to inflict some extra damage before he comes in with his spells. Watch out, however; his Speed spell generally means he gets to attack first, so plan accordingly. Physical attacks in general work better against a magic user, so try to fight him using Ryu or Momo.



PATRIO

350 HP

Recommended Level: 17

Pilfered Item: Scale Armor (1 in 8 chance)

Dropped Item: Claymore (1 in 32 chance)

200 EXP

120 Zenny

Suggested attacks: Ryu, Physical, Flame Claw; Momo, Physical; Nina, Simoon

Recommended Team: Ryu

Patrio is one tough (and rather lucky) guy. He'll use only physical attacks, which should come as a relief—but it isn't. His physical attacks can be brutal. You'll probably end up healing as often as you attack. He uses the Lucky Strike skill often. If you're still fighting with Ryu, this might be a good time to use your Protect skill. Try and be patient. This battle takes a lot of time, but as long as you can heal yourself you'll be in good shape.

Once you've made short work of Patrio's Team in the Hall of Fire, head out. You'll run into the reigning champion, Garr, who makes a few cryptic remarks. Then continue past the merchant area. Walk through the doorway to the right to Null Magic Hall, where you meet the wife and child of your opponent, Emitai. Emitai's daughter seems ill. Continue past them to the far end of the hall and enter Emitai's room.

Search the cabinets for 40 Zenny, and then talk to everyone in the room. The bunny girl there tells you the sad story of Emitai's daughter. Emitai is fighting to get money to pay for his daughter's life-or-death operation.



Talk about a downer!

Exit the room and head for your quarters. Inside the room, once you agree to fight, Emitai pays you a personal visit. He'll plead with your party to let him win so his daughter can live, but Nina tells him you can't let him win because Peco's freedom hinges on your victory. Emitai utters a few cries of sorrow and exits your room.



Everyone is bummed out, but the show must go on. It's time to fight!

EMITAI AND GOLEMS

Emitai 600 HP

Golems 750 HP

Recommended Level: 17

Pilfered Item (Emitai): Mage's Robes (1 in 32 chance)

Pilfered Item (Golems): Life Shard (1 in 32 chance)

Dropped Item: Magician Rod (1 in 2 chance)
400 EXP

340 Zenny

Suggested attack(s): Ryu, Accession; Momo, Physical; Nina, Physical

Recommended Team: Ryu, Momo, Nina

Well, it may be the Null Magic Hall but fortunately for you, Ryu still has his Accession ability. Don't let the size of the Golems fool you, this battle is actually pretty easy. Concentrate all your attacks on Emitai himself, once he is out of the way the two Golems will start beating each other senseless. The Golems each have approximately 700 HP. Feel free to help them along, but remember to do so evenly. Once one dies the other will resume the attack on you. Oh, and it goes without saying that you'll need plenty of Vitamins and Healing Herbs. I told you it was easy.



Congratulations are in order, but the victory is a bitter one. Horseboy shows up in your room to check on proceedings, but no one is in the mood to be raucous. When Sunder leaves, you're free to move to the next hall.

But before you beat yourself up for defeating Emitai, pay him a visit. Much to your dismay (and relief), Emitai was working a con!



His daughter is beautiful.

His wife berates him for failing to get your party to throw the fight.

Continue to the next hall by returning to the merchant area and heading through the doorway into the wall right of the stands. Make sure to pick up the Bandanna from Garr's room. Now make your way to your quarters; a scene showing Garr with the horse brothers ensues.



Garr seems a little too interested in Ryu when he learns Ryu is part Dragon, but this should make the fight interesting (that and the disco strobe lights in the battle hall).

When the scene ends, get ready to fight. Only Ryu can enter this battle, and Garr is tough at any level. Try your hardest to win, but there's really no way to do so at this point. Garr gets the prize after knocking you out.

In a strange turn of events, Garr requests Ryu and his friends as his prize. Balio tries to refuse, but Garr's stony stare takes care of that. You're transported to the area in front of the horse brothers' office, Garr in tow. After Nina thanks him, Garr sets you free to do as you please—on one condition: Ryu must meet him at Angel Tower in the far east.

When you're free to move around, enter the brothers' office once more then head out of town and back to the world map. Time to head back to Wyndia! Enter Maekyss Gorge.

THE BIG SHOWDOWN!

ITEMS

Frost Gene

400 Z

Shaly Seeds

note

Note that Balio and Sunder's combined form is meant to parody the super popular Japanese live action hero, Ultraman. Check out the arm position for each spell casting and you'll see one of the favorite stances of the red-and-silver hero!

Once you enter Maekyss Gorge, Balio, and Sunder confront your party yet again. They won't let you go, and this time they've brought along a host of unseemly cronies to do their bidding. Fight and defeat the thugs that attack you, but once you get past them, Balio and Sunder will try to make the fight personal. Fortunately, Garr shows up to save the day. Place him in your party (he's strong and packs a lot of HP) and get ready to fight for your life against the combined power of Balio and Sunder.

After you defeat Stallion, you're truly free of Balio and Sunder's clutches! Take care to explore the area beneath the bridge to pick up a Frost Gene outside the small cottage there.



Inside the cottage, you'll meet an artist couple who figure into the game later.

Exit Maekyss Gorge. Now you have a straight path to Wyndia!

STALLION

Appr. 1,500 HP

Recommended Level: 18

Pilfered Item: Life Shard (1 in 8 chance)

Dropped Item: Holy Mantle (1 in 64 chance)

800 EXP

500 Zenny

Suggested attack(s): Ryu, Physical, Accession;

Garr, Physical; Momo, Physical; Nina, Ice Blast

Recommended Team: Ryu, Momo, Garr

Stallion is the game's first major boss. He packs a lot of HP and an arsenal of defensive spells, including Barrier and Reflect. Stallion is prone to group attacks so when you're healing, you'll be doing it en masse. Garr will be a tremendous benefit in this battle; just keep him with the physical attacks, as his abilities are useless for now. In fact, physical attacks will be the key with this one. Most magic (except for Ryu's Accession ability) causes miniscule damage at most. Have Ryu use his Flame Claw in dragon form for some major hits. You'll get only a few turns out of it but every extra punch helps.



GARR'S MISSION



FINDING HONEY

ITEMS

120 Z
Gems (2)
Panacea (2)
Vitamin
Healing Herb (2)
Coin
Cheese

Once you enter Wyndia, place Nina in the lead and talk to the Guard outside the castle doors. He'll let you in. You'll rejoin the game at the royal dinner table as the king thanks your party for protecting Nina and returning her safely to the castle. As a token of his appreciation, the king grants Garr a Passport to get past the Eastern Checkpoint. Your party announces its imminent departure from Wyndia, much to Nina's dismay.



What's a princess to do?

The game cuts to Nina's bedroom, where she contemplates her adventures. Her reminiscing is cut short by a loud noise from downstairs. You'll control Nina from this point. Your objective is to learn what caused the noise, but make sure to search everything along the way to pick up some helpful items.

Head downstairs. You emerge in the castle training hall.



Take advice from the soldiers on the center platform. They'll give you a few pointers concerning Masters and apprenticing.

Continue into the northern room to enter the dining hall. Visit your mother in the king and queen's bedroom to the far left, as well as the servants' quarters, located to the far lower left and north. Your mother expresses her pleasure at your return, but she's taken ill due from the stress of your disappearance.



Talk about a guilt trip!

Return to the dining hall and speak with the maid in the center of the room, next to the broken plate. She claims something ran by and startled her, causing her to drop the plate. You catch sight of Honey zooming by and out to the training hall. Head back to the training hall and talk to everyone there.



Honey's on the loose!

The guy by the steps down to the kitchen tells you that something ran down a minute ago. Head down into the servant lounge area. To the far right, you can reach the prison area, but you needn't go there right now.

Instead, head down the steps in the center of the room. You emerge in the kitchen.

Find the staircase leading down at the far left end of the kitchen and climb down.

You find yourself in the wine cellar of the castle. Honey is close by. Use your camera controls to look behind the end crate in the middle row of wine barrels.



She's tricky to spot, but use your manual camera.

Honey is cowering there. When you try to talk to her, she takes off again up the stairs. Use your manual camera to look to the right of the first crate in the same row Honey was hiding near. Talk to the mouse to get the Cheese. Make your way back up to the training hall and talk to the woman standing near the stairs to your room. She tells you something weird ran past and up into your quarters. Head up to your room and proceed through the double doors onto the balcony. Honey is cornered. She tries to jump from the bridge! Nina falls, too, attempting to save her.



As they plummet to the ground, Nina discovers she can fly (or, rather, float)!

When she reaches the ground, she notices Honey has sustained too much damage and lies motionless.

The scene shifts to your party's Camp. Momo realizes Honey is missing, but Nina shows up and allays Momo's fears. The two enter the tent to repair Honey. Garr takes the opportunity to speak alone to Ryu. He warns him of the dangers of going to Angel Tower, and says death may result. Nina overhears this and insists she come along. Is that a little affection showing through?

TO RHAPALA!

ITEMS

Scramasax
800 Z
Protein

You have free rein to wander the Wyndian continent, so use your freedom to sign up with Masters, explore, and fish! A new [?] location is accessible in the center of the wooded area west of the Checkpoint. If you enter, you'll notice a Faerie Pond in the center of the forest. Ryu must cut back the bushes on the way to the pond, and Peco must bash a stone

into the lake. You may be surprised: Meryleep will appear, but you can't apprentice with her until after you visit the Faerie Village later in the game.



Another master!

When you're ready, head to the Checkpoint and enter. The Guards stop Garr and ask to see his passport. They let you pass and eventually you end up on the bridge to the eastern continent. Along the way, Garr says it may be a good thing Nina joined the party. After all, Ryu best demonstrates his latent Brood powers when protecting her. When you exit the bridge, you'll find yourself in the Rhapala region.

A multitude of new locations are open to you in this new land. Fishing Spots abound and there are a couple of [?] locations to visit, as well. Make sure to stop in at the [?] location north of Rhapala Town. There you'll find an empty fisherman's hut.



There's a bunch of goodies at this [?] location.

The dresser in the hut contains a Life Shard, and if you wander down to the shore behind the hut, you'll also be able to pick up a Thunder Gene!

Back on the map, you can find another [?] location south of the bridge along the small shore with a Fishing Spot.



Giotto lurks at this mystery spot.

On the beach, you meet another Master named Giotto. To apprentice with him, you must reach a status of Rodmaster or higher in fishing—not always easy, but when you do, he can teach you some unique skills.

To the northeast, you'll find Mount Zublo, a recently active volcano that's blocked the passage to Angel Tower. While you're there, search the grassy front area for the Protein and exit the location. There's no way to pass, so you must consult the folks in Rhapala to find an alternate route.

RHAPALA (39)

ITEMS

Panacea

RHAPALA ITEM MERCHANT

ITEM	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Spirit	50 Z
Baby Frog	50 Z
Popper	50 Z
Float	50 Z

RHAPALA WEAPON SHOP

ITEM NAME	PRICE
Flame Chrysm	500 Z
Moon Sword	2,000 Z
Long Spear	1,000 Z
Quarter Staff	1,100 Z
Spiked Claws	1,300 Z
Breastplate	1,000 Z
Scale Mail	1,450 Z
Gauntlet	400 Z
Buckler	1,100 Z
Glass Domino	450 Z
Knight's Helm	720 Z

Talk to everyone in town and you'll find that Rhapala Town is a port town without a ship! No one seems to know what's going on, but the clerk at the Porter's Guild suggests you speak with Sinkar the Guildmaster. Head to the Pub below the Inn.



Find Sinkar at the far north table and he suggests you speak with his daughter, Shadis, who's acting in charge of the Guild.

Exit the Inn and head to the Wharf area across the stone bridge at the top left.

At the Wharf, locate the group of Rhapalans mucking about on the right side of the docks. Talk to Shadis, the girl in cutoffs, and a cutscene begins.



Meet Zig, Iggy, and Beyd. Together, they make Shadis's life hell.

From the talk around the Wharf, Zig aims to marry Shadis with her father's approval, but why is Shadis less than thrilled? Beyd is the Guild accountant and a mousy one, but he seems to know more about what's going on with the Guild than Zig. When the cutscene ends, talk to Beyd and he'll give you more information about the Guild's situation. Exit the Wharf area. You run into Shadis on the way out. She apologizes for her earlier behavior, offers more information on the situation at hand, and then refers you to her father back at the pub.

Head there and talk to him. His best advice at this point is simply to wait. The Lighthouse is out and the ship can't return until it's repaired. It's hopeless, so

exit the town and you'll automatically camp. During campfire chat, Nina ponders the love triangle of Shadis, Zig, and Beyd.



Nina realizes Shadis and Beyd are in love, but neither is bold enough to admit it.

Nina plans to do a little matchmaking the next morning and get the two together while your journey is delayed.

TRAINING BEYD

The next morning, reenter Rhapala and place Nina in the lead. Head back over to the Wharf and speak to Beyd. Nina confronts him with her suspicions and he takes you aside for some major denial, one on one. When he leaves, a loud commotion follows. Head back to Shadis and Beyd and talk to Beyd. Apparently, Zig has announced that he will play hero and fix the Lighthouse—and thus win Sinkar's approval to marry Shadis. Now Beyd is desperate to win Shadis's heart. He entreats you to help him train and get stronger. He offers you 1,000 Zenny to go and purchase armor and a weapon for him. Agree, and then take the cash and buy the goods. He can equip any armor or sword Ryu uses, but make sure the stuff isn't too heavy.



You can even use leftovers from your inventory, if you have any, and save the money for yourself.

When you're set, return to Beyd and let him know that you're ready to begin his training.

He agrees to meet you in the town square at night and you go there next. Talk to him. Beyd provides all the rules on training: He'll gain defense if he defends while training and sustains damage. He'll acquire HP in proportion to how much damage he sustains when he's not defending. His power will go up with the damage he inflicts on your party. You'll have 20 rounds per training session, and if either party is wiped out before 20 turns are up, the session will end.

It's important during training to heal Beyd continually during the rounds, because he starts off weak.



It's wise to place low-level characters in your party to even up the fight when you have a chance, as well.

Always anticipate the damage Beyd will take and how much you'll inflict to ensure you get the most from every training session. If all else fails, you can repeat this as many times as you like by returning to Beyd on the Wharf and agreeing to more training. Three complete nights or so of training should toughen Beyd up enough to visit the Lighthouse.

At that point, simply talk to him at the Wharf as you would for more training, but instead choose "To the Lighthouse!" Iggy overhears you and volunteers Zig to duel with Beyd and see who gets to go. You transport to the combat field/town square to witness the fight.

During the fight, you can't help Beyd unless Zig has his head turned and he's waving at Shadis.



Be the ultimate opportunist and strike when Zig's head is turned.

These bouts of inattention are totally random and his attacks can be harsh, so make sure Beyd can take some whupping. When you do have a chance, heal Beyd and maybe throw in a Protect spell. Avoid attacking Zig. He regains his focus when he's hit by either a member of your party or by Beyd. Timing is essential to winning the fight, because you'll need to know when each of your characters' turns are in relation to Beyd's attacks. If you do anything to Beyd or to Zig while Zig is paying attention, you must start the fight over. It can be tricky, but it's not too tough.

After Beyd defeats Zig, Shadis coos all over him and you'll have accomplished your mission! When the screen changes, revisit Beyd at the Wharf and he'll give you not only a Guild Badge to get into the Lighthouse, but a Moon Sword and Chain Cap from some nearby chests, as well.

Take the time to stock up and save. The Lighthouse awaits you!

THE LIGHTHOUSE (37)

ENEMIES

Thunder
Volt
Bloodbat
Ghost
Spectre

ITEMS

Flame Chrysm (3)
Coin
Swallow Eye
Mithril Shield
Dream Ring
Skill Ink

To reach the Lighthouse, head along the wooden bridge farthest north of the Wharf. A Guild member stops you, checks your Badge, and lets you through. When you enter the Lighthouse area, head north across the bridge and up the staircase. If you bring along Momo, she can blast through barrels lying around the pier. Directly to the right of the staircase is a small path blocked by three barrels.



Put Momo's gun to use!

You can use Momo's gun to clear the barrels, but ignore them for now and walk up the next set of steps, which lead to another staircase. Climb it to find a chest containing a Coin. Return to the area with three barrels and let Momo's ammo fly! You'll be able to pass along the narrow path to the right and climb down a set of steps.



When you reach the foot of the steps, shimmy along the narrow ledge to the left corner to pick up the Mithril Shield!

Return to the main path and continue south across two wooden bridges. Head up the staircase and don't pass up the Swallow Eye in a bag near the barrels at the top of the steps. Once you've picked it up, climb the ladder on the wall and wind your way left until you find the Lighthouse entrance.

When you step inside, read the sign at the top of the steps. It tells you a little about how to run the beacon, outlining the use of Chrysm, how the boiler is powered, how to regulate the Chrysm flow through the ducts lining the Lighthouse walkways, and where to find more Chrysm. You need some Chrysm before you can do anything, so go downstairs and then continue down the stairs to the south. At the lowest level, walk left to enter a doorway that leads outside at the end of the corridor.



You'll emerge in a small outer cove stuffed with Flame Chrysm.

Pick up three helpings of the stuff from the tin boxes and return inside.

Walk straight along the lower path to pick up the Dream Ring hidden in the shadow of the upper story. Now head north along the lower path to find the door to the boiler room. Climb up the ladder to the upper area with the Chrysm controls (make sure to read the directions on how to work the boiler hanging on the wall). You must place some Chrysm in the boiler compartment, and then use the control panel to activate the energy from the boiler to the Chrysm ducts.



The task doesn't sound too hard, but it can be frustrating if you keep missing your mark.

Place some Chrysm into the wooden door compartment on the side of the machine. Now head over to the small control panel near the sign on the wall and activate the machine. A humming noise begins and a screen showing a wave grid pops up. Wait until the wave stabilizes and then wait for the arc to hit the center mark. When it does, the side measurement marks flash. It's quick and you'll have only a split second to press the button, but it's not too difficult if you're quick enough. Try pressing the button a split second before the arc hits the top mark. You can try this as many times as you need to, but once you run out of Chrysm you'll have to head to town and buy more. When you do it right and get the machine humming and clicking, the Chrysm ducts light up, indicating they're now active.



A couple of tries should get the machine going.

Exit the room through the top-level door and follow the path around to the staircase leading up.



Climb the stairs and make sure to pick up the Skill Ink in the box to the north.

Then follow the upper walkway to the next set of stairs and use them to land on the lower level. Wind around left until you find a panel with a blue lever. Hit it, and then return to the blue lever on the level directly below (where you picked up the Skill Ink). Once you've done this, the Chrysm will flow in the right direction. Time to head to the top of the Lighthouse.

Return to the upper walkway and turn the corner leading north. You'll spot something in the path ahead. It doesn't look like it's moving, so pass it up. When you reach the staircase to the north, a gigantic bouncing eyeball rolls down the staircase toward you. The eye lands on the motionless creature lying in the path, and you must fight.

FIGHTING GAZER

1,500 HP

Recommended Level: 18

Pilfered Item: Wisdom Fruit (1 in 32 chance)

500 EXP

1,000 Zenny

Suggested attack(s): Ryu, Physical; Garr, Physical; Momo, Physical, Quake; Nina: Simoon, Typhoon

Recommended Team: Ryu, Garr, Momo

Gazer's a cinch. Your biggest concern will be his Eye Beam attack. Basically, if you keep your all your party members HP above 50 you'll be safe. The rest of his attacks are pretty minimal, mostly consisting of a weak attack to the entire group. Stick with your physical attacks, or try using Momo's Quake spell for a speedier victory.



After laying Gazer to rest, continue up the staircase to the top of the Lighthouse. Pick up the Eldritch Gene on the roof, and then flip the switch on the side of the beacon opposite the entrance. The light show will dazzle you, but a faerie shows up who begs to differ. She'll flit around calling you a dummy for a bit, and then tries to bash the switch. Luckily, she can't seem to destroy the switch, and so she simply tosses you the Faerie Tiara and scolds you.

She demands you come to the Faerie Realm to solve the problems the Lighthouse creates there, and then she disappears.



Things couldn't get much stranger.

Now you're free to exit the Lighthouse and return to town!

PROBLEMS IN THE FAERIE REALM

You return to Rhapala, but neither Sinkar nor Beyd have any idea yet when the ship will return. However, they offer their heartfelt thanks for fixing the Lighthouse problem. All you can do, according to Sinkar, is wait. You might as well make good on the mystery faerie's "invitation" to use the Faerie Tiara on a flower ring outside of town. Rest up, and then exit Rhapala.

Enter the Faerie Realm by using the Faerie Tiara on any flower ring on the world map.



The tiara will transport you to a hidden world on the other side of the Lighthouse.

Consider bringing both Momo and Nina, because their magic spells will come in handy during your visit. From the entry point, walk up the hill and enter the little cottage there. You meet the frantic faerie who harassed you at the Lighthouse.

Her name is Cadis, and she and the two other faeries sharing the cottage have some problems with the Lighthouse. It seems the beacon has stirred up trouble from a nasty sea monster in the waters near their village. They will hold you responsible for any grief they suffer due to the repaired Lighthouse. You offer to check out the situation, and the faeries enthusiastically accept. They tell you the creature surfaces only at night, so head down to the beach and walk to the shore. Choose to wait until nightfall. When darkness descends, you spot something swimming around near the shore.



A pink fin?

When the creature gets close, your party attacks in concert. When the smoke clears, you discover you've just assaulted a cute pink Dolphin! If you have Momo and Nina in your party, the Dolphin gives you a sob story about the light from the Lighthouse hurting his eyes and claims he's been nothing but polite to the faeries in the cottage. Momo and Nina will head back to the cottage to consult with the faeries, leaving you alone with the Dolphin. Things get ugly fast. After a couple of well-aimed super-soaker spit streams, the Dolphin starts talking trash for bothering him with the Lighthouse. He says he was nice earlier only because the ladies were present. If you can't understand what he's saying, choose to have his Australian slang translated into standard English.

When the girls return with the faeries, the Dolphin assumes his former, innocent persona. But after the faeries start hurling assorted insults, the Dolphin busts out with full body armor and challenges your party to a fight to the death!

FIGHTING THE DOLPHIN

Appr. 1,200 HP

Recommended Level: 18

Pilfered Item: Fish-head (1 in 8 chance)

900 EXP

200 Zenny

Suggested attack(s): Ryu, Accession; Garr, Physical; Nina, Lightning; Momo, Physical, Quake

Recommended Team: Ryu, Nina, Momo

Dolphin isn't too tough an enemy. If you're not careful, though, he could get the upper hand quickly. His best attack will be Tsunami, which sends a wave crashing toward your entire party, causing a fairly significant amount of damage. Your best bet will be lightning attacks; have Nina use her Lightning spell, and have Ryu use the Myollnir or Thunder Claw abilities during accession. To round out the magic scene, have Momo use her Quake spell.



After the Dolphin is properly destroyed, the faeries overflow with gratitude and Ryu even receives a rather violent liplock from Mayfly. They'll let you rest at their cottage and, the next morning, Cadis insists you visit her home again. Leave the Faerie Realm and return to Rhapala to talk with Sinkar.

HEADING EAST

Back in Rhapala, find Beyd and Shadis on the wharf and talk to them. Now go find Sinkar. When you find him again, he says that, because it doesn't look like the ship will be returning anytime soon, he'll give you permission to use the Guild's private road through Mount Zublo as well as a Guild Letter to give to the Guard blocking the road.



Stock up and give your characters a Flame Inoculation from the inoculation shop in town.

When you're ready, head to the volcano south of Rhapala.

MOUNT ZUBLO (40)

ENEMIES

Vulcan
Lizard
Lizardman
Lavaman

ITEMS

Asbestos Armor
Ring of Fire
Wisdom Fruit
Protein
Flame Talons

When you reach Mount Zublo, wander the grassy area to the right in front of the wall to pick up a Protein, and then head up the stairs. Talk to the Guards in front of the large door. They tell you that inside is an old temple they discovered while building the road. Inside is a large stone slab with some ancient writing on it only Ryu can really sense.



There's nothing you can do in this area right now, so return out front.

Head to the right and talk to the Guard standing next to the mountain wall. He notices your Guild Letter and lets you pass. Head up the stairs and continue up the path to the right to a small cave opening. Enter to find yourself inside of Mount Zublo.

Keep two things in mind here: Avoid the steam geysers erupting from the holes in the cave floor—they'll damage any party member who stands too close—and try to avoid stepping on the red-hot lava blocking certain sections of the path.



You must time your passes when dealing with the geysers; wait until they're inactive to dash past.

Prolonged exposure to the lava will lower your HP to 1. Although this won't kill you, the monsters just might finish the job the lava started, and it takes a lot of AP and items to heal you back up.

Now follow the first path down to the right until you reach a fork. If you continue to the upper right, you can pick up some Asbestos Armor from inside the small cave there. You'll take some damage from crossing the lava to reach the chest (I know we told you not to do that, but if you want every item, you'll have to!), but the armor's effects are worth it.



You can also continue to the upper right, past the large patch of lava, to pick up 800 Zenny from a chest at the end of the branch.

To proceed through the maze, walk down the path leading to the left and enter a new area through the doorway at the end. In the new area, head along the narrow ledge past a series of holes emitting yellow gas. Avoid them. They'll confuse your party members briefly, making fighting a pain and walking around a real chore (all your controls reverse for a short while). Time your pass as you do with the geysers and you should be fine. Follow the ledge to a space on the walkway free of yellow gas where you can continue south along another yellow gassy ledge, or you can exit the area by taking the door to the upper right. If you're gutsy and have enough magic points to do a little healing, head down the southern ledge. At the end, you can pick up a Ring of Fire. This accessory not only will null any Flame attack, it will absorb the attack as HP!

note

Pack some Frost magic. It will do some serious damage against some of the fire-based foes lurking in Mt. Zublo. Frost and ice magic will also be extremely helpful in fighting the boss awaiting you near the end of the maze. The best character to take along is Momo; her Quake attack will damage most of the enemies in the cave, and if you use Ice Chrysm in her gun, she'll have the equivalent of a Frost attack. The third party member is your choice, but for the walk-through, we liked using Nina or Garr.

note



What's interesting about the Vulcan creatures is that you can't damage them with physical attacks. Only earth-based

magic or ice spells can hurt them—if they remain dormant. To wake them up, cast a Fire spell on them once.

This causes them suddenly to join the fighting; then you may damage them with physical hits.

The real perk in waking them up is that you'll receive 300 EXP when you win the fight! If you defeat them while they're dormant, you'll receive only a fraction of that amount in EXP. This trick is key to level-building, so don't pass up the opportunity.



To return to the upper ledge, jump down from the area with the treasure chest on it and climb the series of ladders lined against the incline to the left. At the top of the incline, use the small ramp to return to the main path and continue through the upper-right doorway.

This lava-filled cavern is Mount Zublo's last real area, so make sure to explore every bit of it. Walk along the pathway and you might notice a Brood Gene and a treasure chest sitting in the lava pits below the walkway. Follow the path to a three-way fork in the road. Head along the path leading to the upper right; it will wind around to a wide ramp leading down into the lava bed. All the way to the left is the Miracle Gene, and to the lower left across the massive lava patch is the chest holding the Flame Talons.



If you have enough items or magic points to compensate for the damage you'll sustain in retrieving the items, go for it. If not, save the items for a return visit.

From the split in the main path, if you head left, you can pick up a much-needed Wisdom Fruit. Heal up and then make your way south along the upper walkway until the path curves around to the right.

When you reach a narrow section of the walkway, you'll run into a threatening old man. He'll blather about how he must prevent you from reaching Angel Tower and how the voices of the slaughtered there call to him now. He'll summon some monstrous cronies to help him crush your party. Time to kick butt!

FIGHTING GISSHAN AND HIS CRONIES

Appr. 800 HP (Gisshan)

Appr. 1,000 HP (Scylla)

Appr. 1,000 HP (Charyb)

Recommended Level: 20

Pilfered Item (Gisshan): Magician Rod (1 in 8 chance)

Drop Item (Gisshan): Waistcloth (1 in 8 chance)

Pilfered Item (Scylla/Charyb): Power Food (1 in 32 chance)

Dropped Item (Scylla/Charyb): Protein (1 in 32 chance)

500 EXP

1,000 Zenny

Suggested attack(s): Ryu, Physical, Accession; Garr, Physical; Momo, Physical, Quake; Nina, Frost, Iceblast; Peco, Physical

Recommended Team: Ryu, Garr, Momo

You'll fight not only Gisshan in this battle, but his two worm-like buddies, Scylla and Charyb, as well. Gisshan doesn't really do much in the battle but stand there and cast Revitalize and Hypnotize (which can be fairly annoying in a tough fight like this). Taking this into account, you'll need to deal with the worms first.

These guys tend to be a real pain if you don't bring the proper equipment. Have the Fire Ring equipped, and the Asbestos Armor. It's also a good idea to get inoculated against flame in Rhapala. Doing so will render their severest attacks useless.

Charyb will mainly be devoted to offense, while Scylla will dish out the defense (that is, Healing). Naturally, then, you'll take out Scylla first. This is where you'll really need to shine. Because these creatures were spawned from lava, they're vulnerable to ice attacks. Ryu should use his Frost Gene under accession, and if you use Nina, she should use her Frost and Iceblast spells. She may also attempt a spell such as Weaken on Gisshan. Other party members should stick with physical attacks and maintaining everyone's health. Make sure Momo is packing Ice Chrysm in her gun.



After you cream the trio, continue along the narrow path and pass through the doorway the old man blocked. Head down the hall, taking care to pick up the Life Shard in the treasure chest on the way out.

You've arrived in Urkan territory!

URKAN TAPA (43)

URKAN ITEM MERCHANT

ITEM	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Spirit	50 Z
Baby Frog	50 Z
Popper	50 Z
Float	50 Z

URKAN WEAPON MERCHANT

ITEM NAME	PRICE
Claymore	2,500 Z
Flare Sword	3,200 Z
Long Spear	1,000 Z
Halberd	2,100 Z
Mithril Armor	2,100 Z
Mithril Helm	1,000 Z
Mithril Shield	1,600

With the mountain behind you, you're free to head to Angel Tower. But the Guards there won't allow you to enter without permission from Patriarch Sumada at Tapa Village.



If you have Garr in your party and in the lead, you may notice that one of the Guards calls him by name in a familiar manner.

Exit the location and head to the small adobe-looking town of Urkan Tapa.

If you enter the town without Garr in your party, you'll still be able to wander around and talk to everyone, but he's the only one who can get you in to see the patriarch. Place him in the lead position and when you talk to people in the village they'll speak to him. This is Garr's hometown, and he's an appointed Guardian of the people living there. Take time to converse with the residents and they'll talk of zealously fighting evil during past wars.



Another curious sight is the statue of Garr in one of the rooms near the top of the Tapa.

You'll also find another Master preaching to subjects in a lower room below where the patriarch resides. His name is Hondara, and he'll teach you only after you learn some "nonlethal" attacks. It may sound strange at this point in the game, but you'll have had to learn the Backhand skill from the Master near Wyndia named Durandal before you can sign on with Hondara.



If you don't have Backhand in your inventory, note Hondara's location so you can return later.

To find the patriarch, simply walk into the doorway to the right of the town entrance. Up the stairs, then up the ladder inside and out the door, you'll find a doorway blocked by a large rock. Talk to the girl near the boulder.



The girl says that, although the patriarch is meditating, he'll want to see Garr, for sure.

Use Garr to push the large boulder out of the way so you can enter the small room beyond. Inside, Patriarch Sumada greets Garr warmly and grants him permission to enter Angel Tower.

After taking care of all your business in town, exit. The game cuts to a scene with you and Garr sitting around the campfire. He elaborates a little on his earlier mention of your possible death at Angel Tower, but he fails to explain the meaning of his comments. The scene ends and you'll be on the world map, again. Head back to Angel Tower.

ANGEL TOWER (44)

ENEMIES

Lizardmen
Cerebus
Assassin
Spectre
Phantom

ITEMS

Mithril Shield
Skill Ink
Ivory Dice
Wisdom Seed
Diamond Ring
Soul Gem
Moon Tears
Mithril Helm
Napalm



note

Make sure to equip accessories such as a Talisman or anything that protect you from Death attacks.

Phantoms like to pull that trick on you once in a while and there's no rest point once you enter the tower, so you'll need to protect yourself. The Cerebus's favorite skill attack is Howling, which confuses your party, so try to equip enough of your party with anti-status goodies

When you head to Angel Tower, Garr comes along automatically. You need him to solve the puzzles within, and he's key to the outcome of your exploration.

The Guards allow you to enter Angel Tower. From the entrance, head up the long flight of stairs. Look for the broken section of the stone railing to the right after you ascend several flights. Pass through the opening in the railing and you'll notice a treasure chest on the ledge below. To fetch the Ivory Dice from the chest, just jump down from the edge. Pick them up and then hop down another level. Look for another break in the stone fixture to the right and pass through it to head to the corner of the pyramid-like ledge. Hop down from the edge to pick up a Wisdom Seed inside another chest there. You can jump down again to return to the front staircase. Head up and through the right break in the railing again, but this time don't jump down but simply walk along the short ledge until you run into a Guard.



He says he's afraid to jump, so stand next to him and show him how it's done.

Hop all the way down to ground level and you'll find another long flight of stairs leading up all the way to an entrance. Before you plunge into the heart of Angel Tower, visit the small, underground room directly south of the foot of the staircase. Inside, a woman lies in the center of a glowing pyramid. There's no way to talk to her or reach her from where you stand, but note her location.



This area will figure in later.

Now exit the room. Time to head inside!

When you reach another long flight of stairs leading down, you descend into Angel Tower's entrance hallway. If you head north from the staircase, you'll reach a dead end, but notice that the right wall looks a little damaged.



If Momo is in your party, use her gun to blast through the wall.

If you do, head through and down a set of stairs to reach two treasure chests containing a Diamond Ring and Moon Tears. Not bad.

Return to the entrance hall and head south to a doorway and a set of stairs. Beyond the doorway you emerge on the upper walkway of a room with ramps leading off the path. There's nothing you can do here now, so exit and return to the entrance hall. Take the stairs down and follow the neighboring short set of steps around to another doorway. You enter the room with the ramps, from before, but this time you're on the lower path. Walk all the way to the right and find a large stone block sitting in front of the exit.

If you want the Mithril Helm from the treasure chest on the top ledge, Garr must push the block left and up into the square opening between the two center upper ramps.



This forms a walkway between the upper ledges allowing access to that treasure chest.

Return to the upper walkway and walk all the way around to pick it up. If you do, return to this room and proceed through the far-right exit.

The next room doesn't have much in it. Head north and pick up the Soul Gem from the small room through the door. Now descend the staircase in the center of the room's floor. Inside the new area, you'll notice a series of raised walkways and three large stone blocks. Your objective is to push the blocks so you can walk across the upper walkways from the one nearest the entrance all the way to the lower-right corner of the room, where a small staircase rises from the center of a raised platform.



Not too hard, but you must take your time and plan your moves.



note

Garr's strength is overpowering when moving blocks. If he presses against them too long when they're up against an object such as a wall, the stone blocks can shatter! Don't worry if this happens and don't worry if you make a bad judgment call when pushing the blocks around. You can always exit the room and return to reset the blocks.

First, get to the ground floor directly south of the entrance and find the first stone block to the right. Have Garr push it all the way against the middle platform. Then get below it and push it up so its top edge matches the edge of the middle platform. Next, walk back to the upper-entrance walkway and go all the way to the far-right staircase. Descend and find the second stone block. Push it left, against the left side of the middle platform. To save having to go all the way around again, switch your lead character to someone smaller than Garr. Now you can squeeze past the second block and get to the north side of it.



If you can't get Garr to follow you (he needs to slim down!), simply walk north far enough for him to reappear in your party.

Now have him position the second block south in the corner between the middle platform and the lower-right one (with the stairs).

Time to move the third block! Follow the outer wall and circle around to an opening leading north between the lower-right platform and a huge, pyramid-shaped structure rising from a hole in the floor.



If you want to take a small break and fetch the Skill Ink from the chest in the room's lower-left corner, do it now.

Return to push the third block all the way north until it's between the first block and the upper-left platform. You're set to pass through now, so walk up the steps of the upper-left platform and cross over the blocks following the path to the stairs leading down.

In the next area, Garr asks that your third party member give him and Ryu some alone time. Walk left to a large monument surrounded by four plaques dedicated to past Guardians. When you read the plaque farthest from the entrance, you learn it's Garr's. This triggers a strange monologue from Garr. He tells you the Guardians' true purpose here is not only to protect the people of Urkan, but to—*kill Dragons! Zoinks!* You learn that this area is also a graveyard for your Brood siblings. Garr describes the showdown between the Brood and the Guardians more than 400 years before. He blames your race for threatening death and destruction with a power so great it provoked the Urkan god to create a new race—the Guardians—to destroy all Dragons. He says you are the last of the Brood, and his job is to take you out and thus eliminate the last remnant of evil on the planet.



And here you thought he was beginning to like you!

He challenges you to a fight, but it's not too tough. His counter rate and critical attack frequency increase for the duel, but because you have a few more levels on him, it shouldn't take more than several rounds to bring him down. If you use Accession with the Miracle Gene, the fight will be child's play.

Once Garr is down, he asks why you refuse to finish him off. His only answer is silence, as Ryu senses the voice that told him to cease fighting when he was captured in the mine. There's a strange confusion, and Ryu transforms into the behemoth Kaiser Dragon and disappears.

The tower begins to crumble, and the screen fades



WALKTHROUGH

PART TWO: ADOLESCENCE
RYU REBORN

The fight with Garr triggers a vision within Ryu. Who is the real enemy? Who can he truly believe? Why are the voices of the Brood calling to him to cease fighting? Who is the young warrior who beckons to him from dreams? Ryu must find the truth.

REBIRTH

You arrive at the mine where Ryu was born. Garr is chasing a Dragon whelp. To Garr's amazement, the young man is Ryu! After years of searching since the incident at Angel Tower, Garr came to the Dauna Mine to investigate rumors that a small Dragon was creating havoc among the workers there. He'd hoped and prayed it was Ryu.

Garr explains the events that led to your rediscovery. He's been struggling with questions about the Great War against the Brood, and has wondered why, with all their power, the Brood never fought back against the Guardians. He saw the same thing happen at Angel Tower when Ryu refused to kill him. He's since begun losing his faith in the commands his god gave him. He now wants you to come with him to meet his god so he can uncover the truth behind the Great War and the myth of a violent Brood.

When he asks your forgiveness, any answer you give him results in the same consequences, so feel free to give him the cold shoulder, if you like. After you answer him, he drops off your gear so you can dress. Pick up the package and head out the side door and Garr will be waiting for you there.

He strikes up a deal with you. He asks that you spare his life only until you both receive answers directly from the Urkan god together. Being a nice Dragon-guy overall, you agree. Now it's time to stretch your new legs, head out of the Dauna Mine and start your journey back to Angel Tower.

DAUNA MINE (2)

ENEMIES

Zombie
Zombie Dr
Giant Roach
Fire Slug
Ghoul

ITEMS

Magic Shard
Vitamin
Life Shard
200 Z
Lgt Clothing
MultiVitamin
Lion's Belt
Protein
Feather Sword
Coupons
Light Clothing

MINE MERCHANT

ITEM NAME	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Dynamite	200 Z
Weather Vane	200 Z
Taser	200 Z
Titan Belt	3,000 Z
High Boots	3,000 Z

Because you were here as a child, the starting floor of the mine may be familiar. Head south from the starting room to a doorway at the end of the path (all the other rooms leading off the path at this point are empty). There are no enemies on this level, so feel free to explore.

You'll emerge in the large mine shaft with the wooden platform where you were captured as a child. Head to the upper-leftmost platform and you'll find three chests containing a Vitamin, a Life Shard, and a Magic Shard. Pick them up, return to the wooden platform, and head to the lower-right area of the room. A path there leads to an elevator. Examine the control panel next to the elevator; you may choose to go to B1 or B2. Go to B1. As the lift ascends, a strange shadow appears and makes some villain talk before evaporating.

Pleasantly, you'll find B1 has no enemies roaming its passages, either. Pick up the Lgt Clothing from the box on the train tracks, and then follow the tracks all the way to the right area of the screen. Keep following until you exit the cave. You can restock with the merchant in the hut there. (Check the cabinet in his shop for 200 Zenny!) Now return to the mine and head back to the elevator. Choose to visit the last level, B2.

First, you'll probably notice as soon as you step off the elevator that the monsters missing from the other two floors are all packed into this level. A save room lies to the right of the elevator. Once you're ready to continue, head south to a small, shallow ramp leading down to an area with tracks, a mine cart, and some blue levers. For now, stick to the upper pathway and head north to two short corridors. Down one corridor, you'll find a room that holds a box. Pick up the MultiVitamin inside.

tip

Notice anything weird about the wall behind the box? It sure looks weak, but you don't have anything to break it. Bring Momo back here if you meet up with her later on. She can blast through it and you'll receive an accessory called "Coupons." When you equip it at any shop, you'll get at least a 10 percent discount on any item for sale.



What a bargain!

Now head back to the ramp leading down to the area with train tracks. Your objective is to break the big boulder blocking the doorway out. Picking up what's in that blue box wouldn't hurt, either. You can do it with the mine cart, but it takes a little track switching. To begin, head to the first switch nearest the mine cart.



Notice that flipping the switch shifts the direction of the track.

Flip it once so the track leads to the right. Now go to the second lever nearest the platform with the box. Hit it to shift the track so it leads right. Now return to the cart and have Garr give it a shove.



Place Garr in the lead to push the cart.

If you lined everything up correctly, the cart will come to rest in the gap between the southern raised walkway and the box platform. Head south and follow the ramp up and over to the box. Pick up the Feather Sword from inside.



The Feather Sword is light and powerful.

Now return to the second lever. Push the cart back to the start point, and then flip the second switch so it aligns the track to head north. Walk directly north to the third switch. Make sure you flip the switch so the track directs the cart to the right. Next, you must flip the

northernmost switch closest to the boulder to direct the cart to the dead-end stopper nearby. Now return to the cart and give it a good heave-ho.

If you do everything correctly, the fourth switch will halt the cart.



Prepare well before you wander too far after flipping this switch twice.

Next, flip the fourth switch again, but make sure to rest and save before you do. When you're ready, flip the switch to shift the track so the cart heads straight to the right and through the boulder. Give the cart a push with Garr and you'll succeed. The boulder will be destroyed and you can get out of the mine—or so you believe.

The sinister shadow from earlier takes a definite shape as a voice taunts Garr for his sins against the hundreds of dead Brood that haunt the mine. A Zombie Dragon appears! Hungry for revenge, the Zombie asks Ryu to respond in kind and take sides against Garr. Ryu steadfastly refuses. You now have no choice but to fight your way out of the mine! Kick his bony butt!



FIGHTING THE DRAGON ZOMBIE

Appr. 2,500 HP

Recommended Level: 23

Pilfered Item: Power Food (1 in 32 chance)

Dropped Item: Dragon Tear (1 in 128 chance)

500 EXP

300 Zenny

Suggested attack(s): Ryu, Physical, Accession; Garr, Physical

Recommended Team: Your party consists *only* of Ryu and Garr.

This boss isn't really too tough. The Dragon Zombie uses two attacks most—Rotten Breath and Bone Dance. Often he casts them several times in a row. They won't do too much damage, but Rotten Breath will poison you and Bone Dance will confuse you. Try and outlast him, healing yourself often and using Antidotes when necessary. Stick with your physical hits



and you'll send him back to wherever he came from in no time!

After you lay the Zombie to rest, it transforms into the Shadow Gene! It asks you why you fight your responsibility to avenge the Brood's deaths, and then falls into Ryu's hands. Another apparition appears immediately to intervene. A female Dragon shrouded in light proclaims Ryu a "real Dragon" before she disappears. The light fades and forms—the Fusion Gene! With a few questions left unanswered, you'll be free to pass through the newly opened doorway to the right.

You find yourself in another mineshaft. Because the passage to the right eventually dead-ends, don't bother with it. Continue down the path leading south. Climb the small platform there and exit the area. In the next hall, take a little time to pick up the Lion's Belt and Protein from the side door to the right; then return to head south to a new hallway.

Make your way to the small room on the right. You can't get past the gap in the walkway south, so check the room to the right for a switch. Flip the blue lever inside three times to raise the lowered walkway into the gap; then walk south and finally out of the mine!

A man greets Garr outside the mine entrance and asks him about the Dragon within. Garr brushes off the questions and tells him the problem has been taken care of. For a little trip down memory lane,

take time to talk with the workers busy-ing themselves outside. You'll hear stories about your first rampage through the mine from several old-timers. In the right-hand hut, you may even find a dozing Mogu (remember him from your youthful barbecue in the mine?) in a rocking chair. You'll also find a Diary for saving your game on the mess hall counter.

You must talk to the Foreman and his buddy before you leave the mine area, so head into the left hut to discuss Dragons and other things with them. Once your talk ends, they'll offer his pad for you to rest in anytime you want. They also tell you to be careful if you're heading south: They've heard rumors that a monster has been doing some people-hunting on Ogre Road. The Foreman suggests you visit Sin City, west of the mine, to find out if there's any truth behind the rumors. Exit Dauna Mine.

TIGER HUNTING

When you exit Dauna Mine, you step onto a new area of the world map. Visit the small hut at the foot of the mine tracks to the south. Inside, you'll find a familiar face—Emitai!



In adolescence, you'll meet up with this old acquaintance.

He tells you his woes and blames his impoverished life on a bunch of kids who made him throw a fight at the Contest of Champions! Is this guy full of it, or what? It appears he's now a Master looking for apprentices—at the not-so-affordable price of 10,000 Zenny! His specialty is magic, so keep him in mind if you work up enough dough later on.

Note that strange, altar-like platform, similar to the one below Durandal's near Wyndia, in Emitai's basement. There's nothing you can do with it right now, but remember it for later.

Out on the world map, notice a few new Fishing Spots and a Northern Checkpoint. There's not much going on there right now, but you can pick up a Healing Herb and 80 Zenny from the cabinets inside. Note the locked door. No way to get in right now, so exit and head back out to the map.

Make sure to visit the Faerie Realm at this point in the game. Things are bustling there. Talk to Cadis, who's hanging out in front of the little cottage. She asks your help in building their village.



Cadis and her fellow faeries plead with you to help them establish their new village.

If you need more information on how to manage your new responsibility, refer to "Virtual Faerie Village" in the Secrets section. When you've explored enough, head west to Sin City.

SIN CITY (4)

SIN CITY ITEM MERCHANT

ITEM NAME	PRICE
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Spirit	50 Z
Baby Frog	50 Z
Popper	50 Z
Float	50 Z

SIN CITY WEAPON MERCHANT

ITEM NAME	PRICE
Silver Knife	1,400 Z
Thieves Knife	3,200 Z
Wind Cutter	2,200 Z
Shotgun Shell	2,200 Z
Rood Spear	2,900 Z
Light Clothing	2,700 Z
Silver Mail	3,900 Z
Steel Gauntlets	3,000 Z
Gold Hairpin	2,200 Z

SEKINE WEAPON MERCHANT

ITEM NAME	PRICE
Ashuras Sword	3,600 Z
Manly Clothes	1,000 Z

Enter Sin City and notice that this ain't your run-of-the-mill town. Talk to the guard. He tells you the city specializes in illegal trade and black ops. (Hey, every RPG needs one.) Dozens of merchants peddle new wares here, so check out the stock and upgrade your goods as needed. You'll hear that a gang of crooks runs the black market behind the town, but you can't get past the gate to verify this. It's none of your business, anyway.

Talk to everyone in town and you'll find that no one has much to say about the monster at Ogre Road except the bum. You must pay him 20 Zenny for good information, but if you have it, spend it. He'll tell you the monster appears to be some sort of tiger that attacks travelers between Dauna and Wyndia. No one knows exactly where the tiger came from or why it's set its sights on Ogre Road.

Tiger, eh? Head south to Ogre Road.

OGRE ROAD (5)

ENEMIES

Tricker
Slasher
GooTitan
Vagabond

ITEMS

Horseradish
Hourglass

The road is fairly short, with little room to roam. Simply follow the path from the entrance to a small clearing. To the north some odd bushes grow in a marshy patch of grass.



Use Ryu's sword on the bushes and you'll get Horseradish!

Now proceed to the lower-left section of the clearing and find the small incline up to a raised walkway. Follow it all the way around to a small peninsula of land and pick up an Hourglass from the chest at the end. Return to the clearing (you can jump from the ledge near the Horseradish bushes) and continue south. When you reach the end of Ogre Road, a shadow flashes by through the trees. Prepare to fight the Weretiger!

FIGHTING THE WERETIGER!

Recommended Level: n/a

Suggested attack(s): Ryu, Physical; Garr, Physical

Recommended Team: You will fight with *only* Ryu and Garr.

Keep laying into the Weretiger with your physical hits, making sure to heal when necessary. The Weretiger's only attacks are physical, but it can use Force to increase its attack power and Implode Eye to blind you. When you do enough damage it will flee the battle and disappear.



When the Weretiger disappears, exit Ogre Road and head south. A new Fishing Spot lies along the eastern coast, but to proceed, head south to Mount Levett.

MT. LEVETT (7)

ENEMIES

GooTitan
Tricker
Vagabond
Boss Goblin
Blue Goblin
Slasher

ITEMS

Gold Hairpin
800 Z

Like Ogre Road, Mount Levett is fairly short, but there are a few items you may want to pick up on your way through. Head north up the steep incline to a T intersection. If you walk to the right, you'll fall through a hole in the ground and end up in a cave within the mountain. You can pick up the Gold Hairpin from the chest inside, and then simply exit the cave and jump from the ledge there to arrive at the foot of the incline again.

If you go left at the intersection, you'll have some choices. To pick up the bag with 800 Zenny in it, find the smooth hillside.

There are two slides you can ride down. Choose the left slide and you'll end up on a ledge with the bag. Grab the money and slide down the short ramp. Now return to the top of the hill through the cave leading off the lower ledge. At the top, take the high road leading right. Follow it around until it heads south and off the mountain. That wasn't so bad, was it? You'll emerge in southern Dauna.

If you look east of the mountain, you'll spot a small hut. No one's home, so make Rei and Teepo proud by pilfering the Healing Herb from the cabinet. Downstairs, you'll find another weird altar platform. Exit and head down to the Yraall Bridge to the east.

RETURN TO MCNEIL (11)

Once you hit Yraall Road, you'll find that the Wyndian royal guard has set up a roadblock there. They're investigating the mayor at the McNeil estate on word he's involved in black-market trade of his farming goods. No big surprise, you already knew the guy was crooked. Now he's finally been found out. Wonder what the five trillion generations of McNeil ghosts have to say about this.

You can't head east at this point, so why not check out what's going on in McNeil?

On the farm, Wyndian guards question everyone. People are ratting like they've never ratted before—with just cause, given the high taxes McNeil kept imposing even after the demise of Balio and Sunder. On the estate grounds, you may glimpse a girl with a large wand standing behind the mansion gates. Does she look familiar? You can't get to her right now, so proceed to the village to find out how the townsfolk are taking the whole thing.

When you enter the village, Garr suggests resting up and asks how to find the Inn. Head to the Inn and talk to the woman out front. She invites you inside and mentions some of the woes of the people of McNeil. On top of everything else, a mad tiger is running around the countryside! Garr tells her about your encounter with the beast on Ogre Road, only to have it run off. The Innkeeper,

miffed, informs you the creature was last seen running into Cedar Woods, wounded. Garr offers to take care of the problem, and she replies with gushing appreciation and a free night at the Inn.

The next morning, exit the Inn and head into town. At its north end you meet an old acquaintance—Loki! He's airing a long list of complaints against McNeil to a Wyndian investigator. Have a good chuckle, and then head up to Cedar Woods. After you enter, go to Ryu's childhood home to see if it's still standing. When you enter the screen with the cabin on it, a cutscene shows Rei waking up after his beating at the hands of Balio and Sunder. He's alone, and calls for Ryu and Teepo.

Back in the present, head up the narrow path to the cabin. Garr lets you carry on alone. He believes you may know more about the Weretiger than you're willing to tell (besides, he's too big to fit on the path!). Proceed up the path and walk up the steps. Memories come flooding back. As you round the corner, you find someone there hiding in the shadow of the cabin—Rei!

He's as surprised as you are. He's relieved you're alive, and he tells you he's been tailing the black-market scum he'd held responsible for yours and Teepo's "deaths" so long ago. His investigations led him to Sin City, and he's been seeking revenge ever since. Rei asks if it was you he attacked at Ogre Road. He marvels at how strong you've become since he last saw you. But the reunion is cut short: Rei refuses to relinquish his vow to avenge Teepo's death. He takes off, leaving you to wonder how long Rei had been stalking Balio and Sunder, when they'd already been destroyed at Maekyss Gorge. Return to the road far below and talk to Garr, who asks you what happened.

Next, head back to McNeil Village to find out where Rei went.

THE SEARCH FOR REI

When you get back to the village, you'll find a crowd has formed near the entrance. At the center is Loki, who appears to have endured a bout of swift justice at Rei's hands. (There's some fun to be had with Rei's wrathful spree.) One of the guards tells you the tiger ran off to McNeil Manor, so head there next.

When you enter the screen, a cavalcade of guards escorts McNeil, in ropes, to Wyndia. Alongside the guilty mayor is Nina! Garr interrupts and Nina turns to find the two of you waiting down the road. She hurries the guards along and joins you for a chat in the cow yard. Garr relates what's happened thus far and Nina assures you that McNeil is safe from Rei.

But whose shadow stealthily rushes off the moment you leave the area?

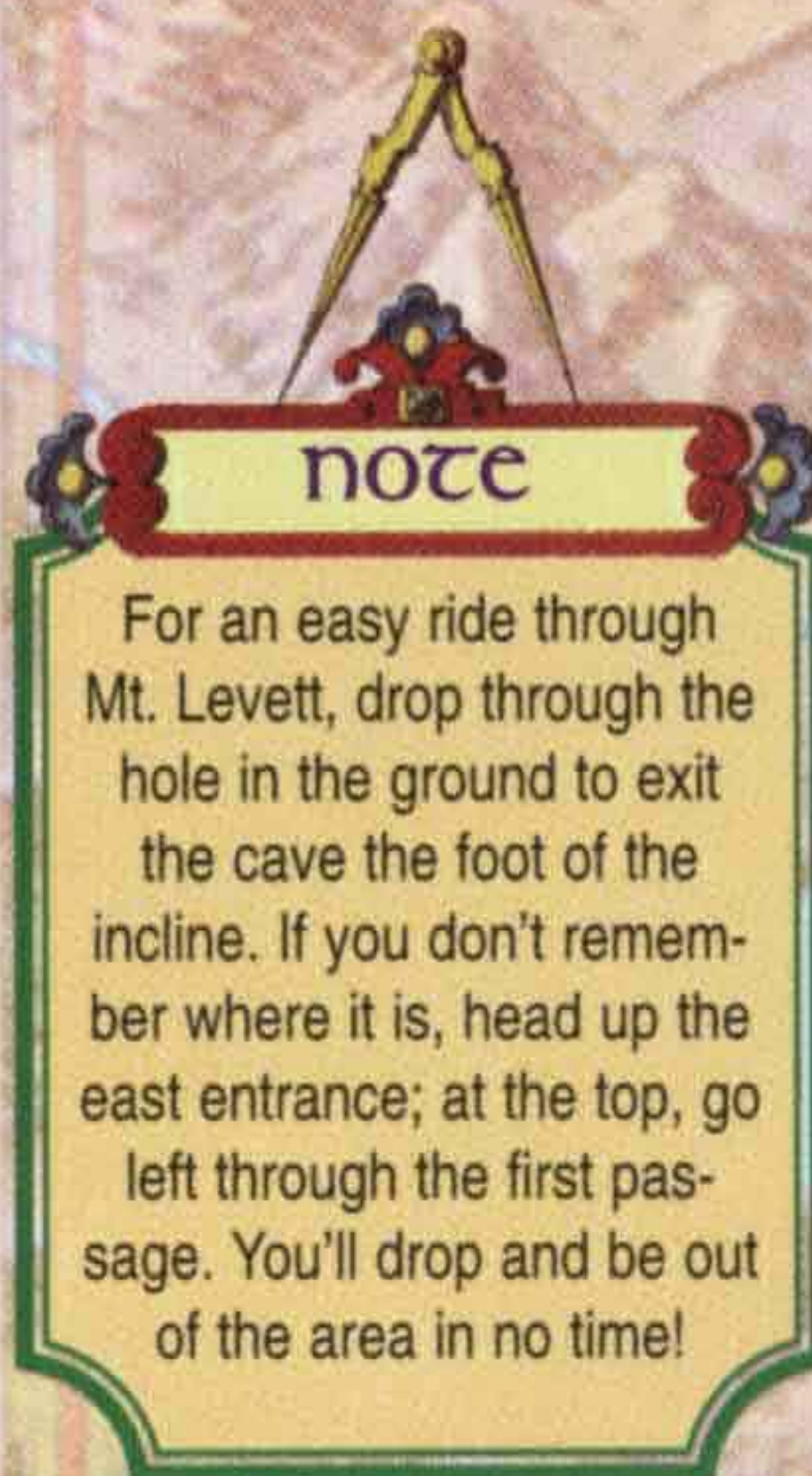
Head to Yraall Road. The guards there tell you the roadblock will remain in place until Nina finishes her investigation. In fact, Nina suggests she accompany you both to Sin City to break up the black market and find Rei. Take her up on the offer and head back west, over Mount Levett and up to Sin City.

At Sin City, you'll notice the town's undergone a facelift—and not for the better. Nina senses something is terribly wrong. The street is strewn with bodies and it seems Rei is responsible for the carnage. The gate to the Boss's office is down, so follow the road around back. Make sure to play the good Samaritan and find the man asking for a Healing Herb.



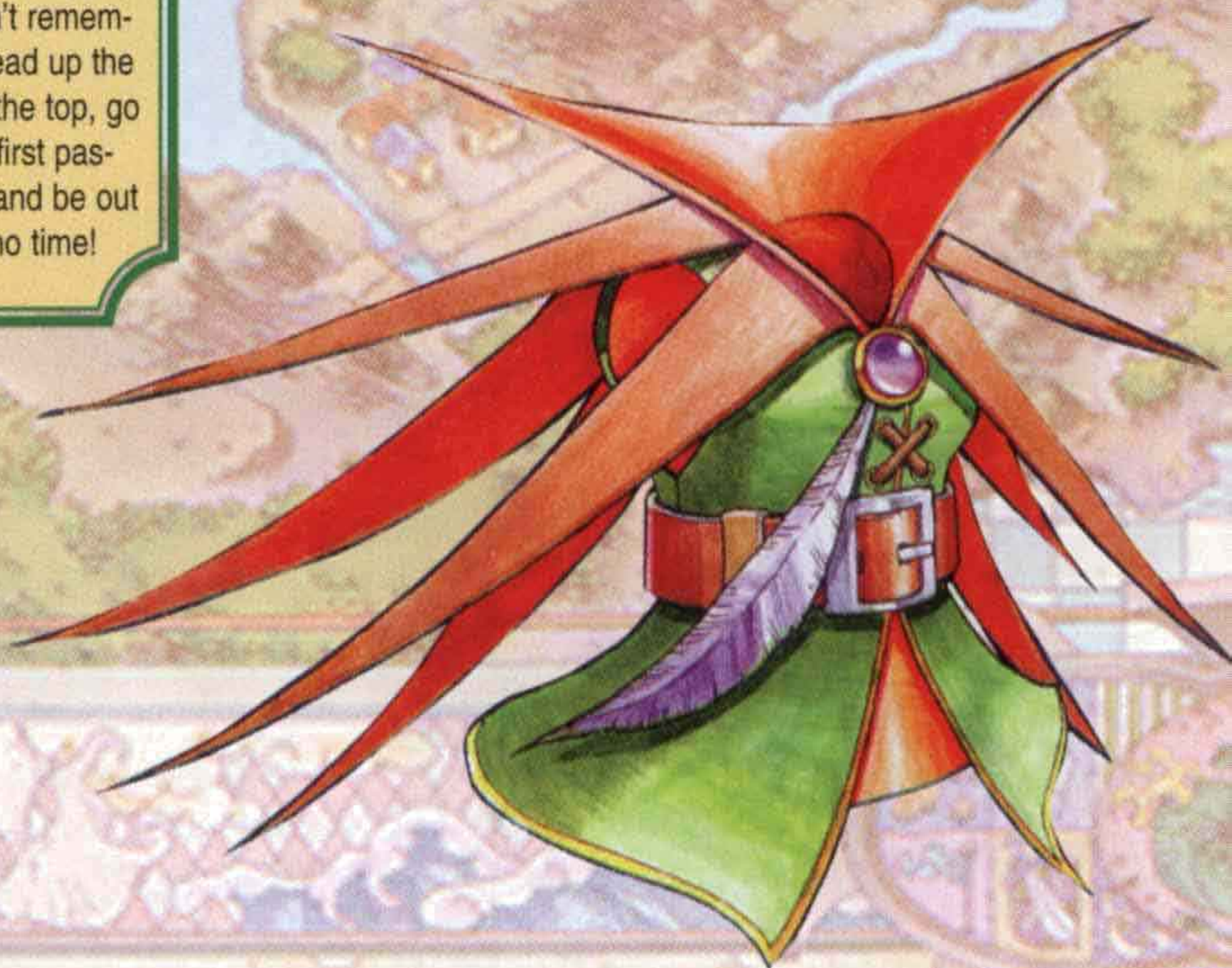
Be a good guy and help this fellow out with a Healing Herb.

Sell him one (well, that's not *really* being a good Samaritan) and continue to the back cave. Inside you'll find a man cowering against the back wall. Talk to him and he'll tell you Rei had come through and trashed the town, asking where the Boss was. He says the Boss had already escaped to the far north by the time Rei arrived, but Rei took out everyone in his path, anyway. Sounds like revenge got the better of him. Pick up the Old Painting from the chest in the far-left corner, and then exit Sin City and head north to the Northern Checkpoint.



note

For an easy ride through Mt. Levett, drop through the hole in the ground to exit the cave the foot of the incline. If you don't remember where it is, head up the east entrance; at the top, go left through the first passage. You'll drop and be out of the area in no time!



REI'S REDEMPTION

ITEMS

Healing Herb
80 Z
Deluxe Rod
Ammonia
Gensing

When you arrive, you find that Rei has tracked down the Sin City Boss, Mikba, at the Checkpoint gate. The two have a showdown and Rei takes a swipe at him. In catching up to Rei, Mikba is careless and transforms into a gigantic monster! With one precise jab, Rei is down. It's up to your party to make sure the villain doesn't get away. Choose two party members to fight Mikba and heal Rei. Prepare to fight to the death!

FIGHTING MIKBA

2,400 HP
Recommended Level: 23
Pillfered Item: Silver Mail (1 in 32 chance)
3,000 EXP
1,500 Zenny

Suggested attack(s): Ryu, Physical, Accession; Garr, Physical; Nina, best attack abilities
Recommended Team: Ryu, Rei Garr

When this battle begins you may choose one member (Garr or Nina) to join you and Rei against Mikba. Consider Garr for his high HP level and defense. Rei starts the battle unconscious, thanks to the wallop from Mikba. Revive him about halfway through the battle. Bringing him back too soon will cause him to go berserk too early and attack you instead of Mikba.

When you're ready to bring him back, have both conscious members of your party attack Mikba. Watch and see who attacks first. Have this person use an Ammonia on Rei during the next round, and have the other use a Vitamin (on Rei). When Rei revives he transforms to Weretiger and attacks Mikba under CPU control. Now that everyone is up-and-at-'em it's time for some *realfun*.

With Rei assisting you, the battle shouldn't be too bad; watch out, though, and heal him when necessary. Mikba is another of those annoying enemies who casts Venom Breath often. He has an array of other attacks that he'll toss in, as well, including MultiStrike and Quake. His most devastating ability, however, is his high Reprisal tendencies with the Lucky Strike attack. After that Lucky Strike hits you a couple of times, you'll rethink your strategy: "Should I heal now, or wait for one more turn?" Play it safe; heal now.



When the battle ends, Rei regains his human form. Mikba utters his dying words to Rei and tells him all his revenge has been futile. Ryu and Garr took care of Balio and Sunder long ago.

Rei, who hopes to see Ryu save the world, tags along on your trip. Put him straight to work searching the guardhouse near the gate at the Northern Checkpoint. You can pick up the Healing Herb and the 80 Zenny from the cabinets inside. Rei will lockpick his way easily into the center room to pick up the Deluxe Rod, an Ammonia, and a Ginseng.

You must get to Angel Tower at full speed, but you'll need a new passport if you plan to get past the Checkpoint, so head back east to Wyndia!

RYU REBORN



EXILE FROM WYNDIA!



NINA'S PLAN

When you reach Yraall Road, you find the road open. Continue east to Wyndia to a stop at Eygnock Road. Once you enter the location, Nina stops and tells you it might not be such a great idea for your party to camp out at the castle, because the king still blames Ryu for Nina's disappearance.

Nina says that if you perform one more good deed, it may win over the king and thus get you the Passport you need to continue east. The Plant to the south is rumored to be plagued with unspecified troubles. Nina suggests that solving the problems at the Plant is sure to win the king's gratitude. Exit east on Eygnock Road, and then head down to the Plant to check things out.

REUNION

At the Plant, there's talk that Director Palet is missing from his post and that the Chrysm crops have taken a turn for the worse. All the reactors are on the brink of going haywire and the Plant has taken on a new mechanical engineer to oversee all the repairs. Guess who it is: Momo, of course!

Make your way through the Plant to the main area with the furnace building. You'll run into Honey at the foot of the final conveyor belt. She runs off to alert Momo, who's working intently on a broken reactor. After some confusion, Momo finally recognizes the group and joins you and Nina at the Inn.

After a brief recap of events, Momo puzzles over Ryu and Garr's mission. "But all I understand are machines," she says, and goes on to explain that after the incident at Angel Tower, she'd hoped to learn what caused the appearance of Mutants at the Dump. She'd planned to appeal to Director Palet for answers to all her questions, only to find he'd disappeared and left her father's plant in shambles!

At that point, Momo mentions Peco! Nina asks where the mutant onion is hiding, and Momo guesses he must be hanging with the Yggdrasil tree to the east. Including Peco in the party may be necessary to figure out exactly what's going on, so head to the Yggdrasil tree and enter.

FINDING PALET

At the Yggdrasil location, you'll find Peco standing at the foot of the giant tree. As you walk nearer, Nina swears she hears someone talking. No one but Peco is around, so Momo picks him up to join the party! Now head back to the Plant, making sure Peco and Momo are in your traveling party.

When you return, you'll find that some of the Chrysm reactors have broken down completely, filling two of the vegetable greenhouses with lethal amounts of poisonous green Chrysm gas. No one can open the doors to release the gas, because exposure is too dangerous. Head to the furnace platform. Along the way you'll find a man standing next to a blue lever box. Talk to him and he'll tell you he has a plan to alleviate the greenhouse problem safely. He's set up a bunch of stones that can be tossed onto the large panels of glass in the greenhouse roof. The holes will let the gas out without anyone being too close. Sounds like a solid idea, but the man hasn't enough strength left to throw the rocks himself. Agree to help him and he'll tell you he's marked points on the walkways to throw the rocks from.

Place Peco in the lead and look around the immediate area. You'll find an 'X' mark on the ground at the top of the conveyor belt leading to the furnace area. Have Peco move a nearby rock atop the 'X' mark, make sure you have enough room to perform a running bash at the rock, and then go for it!

note

If you use up all the available stones and still don't break the greenhouse roof, exit the plant and then go back in. All the stones will be back and you can try again

If Peco runs up against a rock from a distance, he can launch it farther, so back up and run into it! If you miss the first few times, more stones line the walkway near the man and the blue lever box. Once you get it right, the rock will break the glass and let the gas out safely, as the man said.

Now hop on the conveyor belt near the man heading north. At the opposite end you'll find another 'X' mark surrounded by scattered stones. Place a rock on the 'X' and pull a running bash to launch the stone onto the greenhouse roof. Once you ventilate both greenhouses safely, things get sticky over at the furnace building.



If Peco doesn't have room to hit the rocks with enough force, run around in small circles near the rock to gain speed before running into it.

Momo notices green Chrysm gas leaking from the furnace the moment you smash the last greenhouse roof. Head down there and enter the building. Inside, examine the door covering the

main furnace. Note that it's flimsy enough for Momo to blow it open with her cannon gun. Do so and you'll enter a secret laboratory beneath the Plant. You may want to change party members and restock first, but once you do, return to the lab to do a little exploring. Momo is convinced that Palet lurks down some corridor, so get to it.

UNDERGROUND LAB (29)

ENEMIES

Flyman
Toxic Fly
Giant Roach
Big Bulb
Zombie Dr

ITEMS

Silver Mail
Healing Herb
Ammonia
Wisdom Ring
Force Gene
400 Z
Ginseng
Sleep Shells
Skill Ink
Healing Herb (2)

From the start point, ignore the locked door to the north and head south to a room with a conveyor belt. Climb up the ladder to the side of the doorway and pick up the Skill Ink hiding behind the haystacks. Now return downstairs and head north up the side hall and you'll reach a room containing four computer terminals. (Make sure to use the save room directly north of the terminals and pick up the Healing Herb in the cabinet there.)

In the computer room, examine the lower-left terminal that's on. Momo guesses a correct password and figures out that each terminal controls a set of the same-numbered doors. The one she just activated opened all the doors labeled '1.' Now head back into the entrance hallway and proceed north through the now-open '1' door. In the next room, you'll find three numbered doors. Head through the '1' door to the far left. Inside, walk down the staircase, pick up the Ammonia from the cabinet, and then head down the staircase in the lower-left corner of the room. You can't get through the '2' doors until you find the password, so this is the only place you can go.

You'll descend into a Chrism-filled room. Your time to explore is limited to avoid contamination. You're looking for a mutant onion exactly like Peco, who sits in the upper-left flower box on the far-right side of the room. You must use the manual camera to peek beneath the overhead air ducts. Once you do find it, examine it and

you'll find the '2' password: "Repsol." Exit the room and head back to the entrance hallway, past the room with three numbered doors. Return to the computer room and have Momo examine the number two computer there. She enters the password and all the '2' doors unlock.

Momo makes a comment about her father and questions his involvement in the construction of this laboratory. He never told her about it, and she's dying to know why. But only Palet can answer those questions, so continue exploring the lab to find him. Head out to the entrance hall and up to the three-door room. Before you head through the '2' door there, return to the '1' room at the far left. Inside, search the computer terminal and the door in the room will open. Pick up the Silver Mail inside, return to the three-door room, and enter the '2' door.

Within, you'll find a '3' door, a '3' terminal, and a set of stairs. Head through the doorway first, and flip the blue switch inside. You'll be notified that five units are now being supplied with Chrism. You don't know which five units the control box is referring to, so simply return to the main room and head down the staircase.

Follow the path at the bottom of the stairs all the way south. Then wrap around until you reach a section of walkway with a crane and a doorway leading south. Instead of rushing through it, climb up the small ramp to the right and onto a wide air duct. Follow the ducts north until you pass off the screen. Keep following and eventually you'll pick up the Force Gene for Ryu! Now return to the room with the crane and head through the door leading south.

In the next room, walk over to the air ducts in the room's upper-right corner. Some notes lie on the ground on the other side of the ducts. Cross under the ducts leading up and to the right wall to read the notes. They provide the password "AA" for the number three terminal. Before you take off for the computer room, hop onto the air duct and follow it up and off the screen. If you continue to the end of the pipe, you'll find a set of Repair Notes notifying the mechanic that the number three unit is out of order and must be adjusted for accuracy. You don't know what this means yet, but make sure to remember it. Return to the room at the end of the pipe, climb off, and head up the conveyor belt near the right.

You'll find yourself in the room on the south end of the entrance hall, next door to the computer room. Before you get on the conveyor belt there, pick up the Sleep Shells from the chest. Then hop on the belt, return to the computer room, and enter the new password into the number three terminal. Once that's done, head out and north to the three-door room. Head through the '3' door there to finally find three of the five units you heard about earlier in the maze. Note the pressure readings for each unit and then walk north behind them to find a room just busting with Chrism goodness as you try to reach the upper level. Momo is interested in the room and its contents, so heal up and enter. Inside, a mutating snail confronts you. So much for Momo's contagious fascination: Time to fight!

FIGHTING THE HUGE SLUG

2,500 HP

Recommended Level: 25

Pilfered Item: Vitamins (1 in 32 chance)

700 EXP

300 Zenny

Suggested attack(s): Ryu, Physical, Accession; Rei, Physical, Weretiger; Momo, Physical; Nina, Simoon; Garr, Physical, Flame Ability; Peco, Physical

Recommended Team: Ryu, Momo, Peco

The Huge Slug's attacks aren't too hard to handle—heck, even Peco hits pretty well against him! However, you first must get rid of his protective coating; he's pretty slippery while he's got it. To do this, cast a Fire ability of some kind, or toss a Molotov, if you have one. The Huge Slug's biggest advantage is his Siphon ability, which literally sucks the HP from you and places them into him.

Try to keep Ryu using his physical attacks. Using Accession will only raise his HP and give the Huge Slug more to grab using Siphon. However, you can use Accession with only the Flame Gene. Your HP will be extremely low, but you'll have the Flame Claw ability, which can be brutal for our friend, the Huge Slug. If you decide to use Peco, try and equip him with the Flame Talons for the extra power (it will knock out the protective coating, as well). When you sense the battle winding

down, have Rei use Weretiger to finish it off.



After making short work of the mutant, return to the main room and head up the left staircase. You'll find the last two units and an Instruction Manual on the ground. Read it to learn the pattern for the last password. You must use unit numbers and rearrange them, lowest pressure to highest.

Head back to the computer room and approach the last terminal: number four. When you examine the computer, a series of potential passwords pops up. Remember the Repair Notes mentioning the number three terminal being out of whack? Incorporate this into your strategy to guess the password. But if you're too anxious to stop and figure it out, enter "1-3-2-5-4" from the second screen to open the fourth and final set of numbered doors! Head north into the save room.



The code for the electronically locked '4' door is to remember the order of the Chrysm machines near the Slug room.

Rest up and save your game; then head out the right-hand door and up the hall. You'll emerge in a room with a beam crossing its center. Hop onto it and cross over to pick up the Wisdom Ring from the chest there. Now head right and down the steps at the end of the platform to the room where Palet is hiding.

Now you understand why Palet runs off from time to time: He's attempting to revive his dead mother with a potent mixture of Chrysm and Yggdrasil sap! Momo and gang intervene, but Palet vows no one will get in the way of his experiments and slugs down a beaker of sap. Prepare to fight Shroom!



FIGHTING SHROOM

3,000 HP

Recommended Level: 26

Pilfered Item: Wisdom Fruit (1 in 128 chance)

Dropped Item: Wisdom Ring (1 in 64 chance)

3,900 EXP

300 Zenny

Suggested attack(s): Ryu, Physical; Momo, Physical; Peco, Physical; Nina, best attack abilities; Garr, Physical; Rei, Physical, Weretiger
Recommended Team: Ryu, Momo, Peco

Shroom is undoubtedly the hardest boss so far. This guy will require all the patience you exercised with other bosses—combined! You'd better be stocked fully with Healing items, and bring plenty of Ammonias to bring back unconscious buddies. If you've brought Rei, save Weretiger until the very end; he seems to go berserk much quicker in this battle, for some reason. Shroom is an extremely well-rounded boss, so almost every ability hurts him the same. The best strategy is to bring your strongest guys and keep hitting him with physical attacks until he's down. Nothing fancy, but it works!



After taking out Shroom, examine the machine containing the body of Palet's mother. Momo suggests taking her off life-after-death support so she may rest in peace. Flip the blue switch to lay her to rest (no one really wants to open the hatch and ask her first). Pick up the 400 Zenny from the cabinet in the room, and then exit the Laboratory.

When you leave the Plant, you'll automatically set up Camp. Nina and Momo will settle down for a chat inside the tent and discuss the events at the Plant and their plans for traveling with Ryu to Angel Tower. When morning dawns, head to Wyndia for a visit with the Royal Family.

NINA'S ESCAPE!

When you enter Wyndia, Nina will ask Ryu to wait for her outside the city, because her father may still be a little sore. She automatically pairs with Rei to visit the castle. Take time to talk to everyone in town before heading up to the front castle gate. You'll run across the four kids you played hide-and-seek with when you were here last. They're all grown up now, but still have a hankering to play an occasional round of the ol' game.

Talk to Bais, the skinny male leader, and he'll challenge you to another game of hide-and-seek, but this time he suggests using the world as a playing ground. Agree, and they'll take off. But before they go, they all give you clues to their hiding places:



- ❖ Bais says he'll hide somewhere to the far northwest where there are a bunch of strongmen.
- ❖ Lang claims he'll hide somewhere close by.
- ❖ Lee says she'll be at the place that connects "this world with that world."
- ❖ Wynn wants to visit a place that smells like oil.

If you find them all, they become Masters you can apprentice with for things other than abilities. Three will reward you with battle formations; the remaining guy hands over a good item if you fulfill your apprenticeship with him.

When you're done exploring the town, head up to the castle gate and have Nina talk to the guard. He lets you in and you'll be taken before the king. He thanks "Master" Rei for his help in protecting Nina and solving many internal problems within the empire. He grants permission for a new Passport and allows Nina to take Rei on a tour of the castle. Explore all the rooms and talk to all the servants and workers. Rei in the lead will sometimes get a different response than Nina, so have fun with it when you talk with people.

Take Nina to her mother's room and listen to her get chewed out again. Mom seems a little upset by her daughter's actions and demands she stay home more to tend to her duties as princess and heir to the royal throne.

When you're through searching around, head down to the Prison Cells, where Honey makes a surprise appearance. This time, Nina stuffs Honey in a pocket, allowing you to continue and visit McNeal and pick up the Laurel from the chest inside the locked cell. Rei can open any of the locked cells, so you can even get into the McCoy brothers' holding pen to talk to each of them.

You'll also want to visit the kitchen area and the room below the cellar. Rei can open the guarded, locked door. Inside, you'll find yet another altar platform, although you haven't figured out how to use it yet.

When you're done, head back up. Nina suggests you both check on the progress of the Passport. You're taken to the dining room where Rei is handed a Passport for the eastern Checkpoint. The king and queen insist Rei join them for dinner, but Nina rushes him off, claiming he has far more pressing business to attend to. In an unlucky moment, however, a guard recognizes Rei as Ryu's friend and tattles to the king and queen. They prevent Nina and Rei from leaving, and after a brief argument over Ryu's intentions, the king orders Rei arrested! Time to run!

Nina and Rei make a break for it, with Honey in the lead. Follow her down to the locked door with the altar platform. Something inside is calling to Honey, and she attempts to break down the door. Rei opens it, scoots inside, and watches the tiny machine make short work of the platform controls: Now the platform will work as a warp. Rei will go to fetch Nina to get on the Port Drive, but finds her arguing with her mother outside the door. Nina gives her mother a heartfelt, if hasty, "I love you" and rushes off with Rei to the Port Drive warp—and disappears!

The two resurface in the basement under Durandal's hut outside Wyndia. Nina marvels at their escape, but there's no time to waste. You must rejoin the group outside. When you exit the location, you'll automatically set up Camp. Garr urges the group to hurry to the east Checkpoint to beat out the castle guards, but the brute is lying. You have all the time in the world to tie up loose ends, so rest up and head out when you're ready.



The Coupons are a good means for saving hard-earned Zenny when shopping.

Use this time, too, to check on your Faerie Village and make changes.



note

This is a good time to head over to the Dauna Mine and pick up the Coupons accessory in the room with the weakened wall. While you're there, check out the wooden platform overlooking the giant Dragon fossil on B3. You'll find Bais hiding behind a pillar.

SEEKING GOD AT ANGEL TOWER



After tying up loose ends (such as checking with Masters and what not), pack up your things and head over to the Checkpoint east of Wyndia.

EASTERN CHECKPOINT (33)

CHECKPOINT ITEM SHOP

ITEM	PRICE
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Firecracker	500 Z
Icicle	500 Z

Talk to everyone there before heading through the gate. Check out what's for sale inside the hut. You also may rest at their Inn. Make sure to pick up 200 Zenny and an Antidote from the dressers and cabinet inside. Then, when you're ready, head to the gate.

The guards stop you to check your papers. Things check out and you may proceed across the bridge. But before you head off, swing the camera to look behind the left wall of the Checkpoint gate. You should find Lee, a Wyndian teen, huddling there.



Talk to Lee and she'll tell you to visit her in Wyndia sometime.

Now it's time to cross over to Rhapala!

When you reach the Porter's Guild Town, you discover not much has changed. Talk to Shadis on the Wharf. She refers you to Beyd. He's conversing with a flustered guild member, and has no words to offer you, either. But talk around town has it that the boat has been damaged and awaits repair across the Middle Sea at Junk Town. You also learn the volcano at Mount Zublo has since ceased

erupting. The surface roads are clear there, so head south to Mount Zublo.

When you reach the mountain, the guard on the path tells you you needn't travel through the volcano anymore. Head up the stairs, to the left, and through to the Urkan Region!

FREEING DEIS

With Angel Tower within range, place Garr in your party and enter. At the top of the long flight of steps, Garr tells you a little about what he's attempting to do: Once a Guardian completes a task, he or she returns to Angel Tower and summons God from atop the structure. God then takes back all the power granted the Guardian, and the Guardian falls into a "Stone Sleep" that solidifies his or her body.

Now it's Garr's turn to call on God. Abruptly, the sky turns dark and a storm begins as Garr tries to pray. A voice calls out to him and tells him God will not come to Angel Tower no matter how hard he prays. A female form within a pyramid of light (look familiar?) appears in the sky and demands Garr release her from her prison in the Tower. Only then will Garr find what he seeks. Before the image dissipates, she tells Garr that the only other remaining Guardian, Gaist, holds the key to her freedom. Another living Guardian? Your party is shocked, but Garr knows a little about Gaist.

Exit the Tower and head back to Urkan Tapa to learn where Gaist is now. Once you get back, have Garr speak with Patriarch Sudama. They discuss Gaist, and Garr asks his whereabouts. The patriarch frowns on any meeting of the two, but Garr reassures him it's only to erase his doubts about meeting with God.

Gaist is the only Guardian ever exiled from Urkan as a faithless coward. Sudama tells you to take care in your dealings with Gaist and directs you to him. You must head to the far west coast, south of Rhapala Town. When the conversation ends, rest and stock up, and

then head south of Urkan Tapa to the coast. Follow the southern coast all the way west to Tidal Caves.

TIDAL CAVES (42)

ENEMIES

Spiker
Bombseed
Thornyp
Slasher
Sleepy

ITEMS

Hawk's Ring
Deadly Blade
Fish Head
Coin
Thunder Ring
Gross Gene

Enter the Tidal Caves and follow the coastal path south until you run into a Fishman sitting near the cliff wall. Talk to him and he'll tell you the tide has flooded the cave, but if you time it right, you can get in and out before the tide rises again. It sounds like crazy talk, but you can't enter the cave opening right away. Wait awhile and you should see the tide lowering and receding from the cave. Now you may enter.

Inside, head straight through the next doorway to emerge deep within the tidal cave. The path inside eventually splits into two left-right corridors. If you continue to the right, you can pick a Fish Head from a chest.

To proceed through the maze, head down the left fork. (At some point, you may hear the tide change again. When it does, the outer cave will flood.) The left fork splits again into two paths; take the south path to pick up the Coin from the chest on an outer ledge. Then return inside.

Keep heading north. The path wraps around to the lower left. Head right once the path splits (again!) and exit through the doorway there.

You emerge in the outer cave. If the cave is still filled with water, you may return inside and wander around until the tide lowers, or, if you need to rest and restock, you can head back to the first section of the cave by following the outer cave path around left, to a small pier with a raft. Use Ryu's sword to cut the rope

tied to the pier and it will fall in place, allowing you to hop onto the raft and cross to the entrance of the Tidal Caves.

If you timed your wandering right, the water will have receded, clearing the lower levels of the outer cave. Climb down the small ladder in front of the door and head all the way to the right on the middle ledge to pick up the Thunder Ring from a chest there. Return to the ladder and head down the next one, to the lowest ledge. Enter the doorway and you'll find yourself in another set of twisty corridors.

Follow the main path. When it splits, head left to pick up a Hawk's Ring from a skeleton at the end of the path. Now return to the right, take the path leading to the lower right, and you'll reach a doorway out of the cave. You'll be back in the outer cave on a small platform with a doorway to the left and a dock to the right. If a raft is currently docked, ride the raft to a small ledge south of the outer cave. Follow the ledge to a doorway leading outside!

If you explore the formerly flooded outer cliffs, you can pick up the Deadly Blade from a chest. Pick it up, head back inside, and take the raft back over to the small ledge to the left. After you get the Deadly Blade (or if no raft was docked), exit through the left doorway. Climb the ladder there to find the exit hall. Then head out the door and grab the Gross Gene next to the cliff wall. Now head to the left and back onto the world map!

CLIFF (41)

CLIFF VILLAGE MERCHANT

ITEM NAME	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Spirit	50 Z
Baby Frog	50 Z
Popper	50 Z
Float	50 Z

On the world map, travel west to the small village above the Fishing Spot. You'll enter a small town called Cliff filled with social outcasts and petty criminals. The citizens tell you this is the only

place they can live in peace away from civilization. A villager (suspiciously similar in appearance to Loki, but without the hood) tells you Gaist lives in the hut at the far end of the community. You can find him in the cave on the second level farthest from Cliff's entrance. When you enter, Garr recognizes Gaist and your party settles down for a chat.

At last you meet the rebel Guardian, the only one of his kind to abandon the word of the Urkan God. And he has absolutely no sense of humor. When the Urkan God handed out funny bones, the Guardians were out to lunch.

Garr recaps the events that led to Gaist's decision. It seems Gaist had a lot of the same doubts about the Great War and the slaughter of the Brood that Garr has now. He never understood why he had to kill all the Dragons, even when they refused to fight back using their supposed power. Garr tells Gaist of his intention to find God and free Deis. Then Gaist asks to speak with Ryu alone.

When the other party members have left the cave, Gaist asks you if you're firm in your conviction to meet with a God that ordered the slaughter of your people. You nod, and Gaist explains that he and Garr shared the same doubts, but Garr was far more serious about it than he was. He ran away, while Garr remained steadfast in his mission—until he met you. Gaist asks you to speak with the other party members to make sure you understand what you're getting into, and, once you've made your decision, to return to the cave alone.

When you're free to move around, head outside. You may stock up, rest, and even build up some levels, if you like. Speak with Garr and he asks if you're as determined to find the truth as he is. Either answer achieves pretty much the same result, and once you've answered all the questions, Garr says Gaist probably is testing your resolve. You must convince Gaist you mean business, and that nothing can get in the way of your determination to find the truth behind the Great War and God's orders.

Head back into the cave and you'll find yourself alone. Talk with Gaist to convince him of the strength of your convictions. He asks you to stand between the two braziers (torches). When you find the right spot, he tells you to prove your worth in a fight to the death! It's show time—with Gaist!

FIGHTING GAIST

Appr. 2,500 HP
Recommended Level: 27
1,000 EXP
500 Zenny
Suggested attack(s): Ryu, Accession
Recommended Team: Ryu fights Gaist alone.

Gaist, like Garr, uses Flame as his primary power. With this in mind, you'll want to equip Ryu with the Ring of Fire before you enter the fight. During the first rounds you'll need to take out the two torches on either side of Ryu; otherwise Gaist draws power from them to heal himself. No worries! It should take only one hit to put them out.

What have we learned about enemies who use Flame attacks? That's right. Typically, they're vulnerable to Frost. When Ryu uses Accession, try choosing Frost, Force, and Gross Genes. Now use the Frost Claw as your attack. After five or six rounds, Gaist is a goner! And you thought this would be hard.



After you take Gaist down, he chuckles (yes, chuckles!). He finds it fitting that a Dragon destroy him, considering all the Brood he murdered during the war. He tells you this was the only way things could have turned out, because Deis can only be freed if Gaist dies. He delivers some of the game's best lines with his dying breath: "I died the day I became a Guardian ... Is this the true power of the Brood—the power to make friends of enemies?" Wow, a Guardian *and* a poet! Whip out a hanky, and then watch as Gaist disintegrates.

Garr suggests it's time to go to Angel Tower and free Deis.

note

Before heading out to Angel Tower, there's something you must do *immediately* after your fight with Gaist. It may sound morbid, but get over it and search his ashes. You'll pick up the Beast Spear, one of the most powerful weapons Garr can equip. This weapon will drain a small bit of life from Garr during every turn he has it equipped, but its attack power is worth it!



REVIVING DEIS (44)

Return to Angel Tower, head up the main staircase, and make your way to the foot of the side stairs. Head into the underground room to the south to where Deis is kept. This time around, the pyramid of light pulsates until it shatters. Deis is free!



You just knew this room would figure into the game at some point!

You'll see a flashback from the Great War with Garr and Gaist. They've just finished off a couple of Dragons when Deis arrives screaming for them to stop. She demands they question God's motives in ordering them to slaughter the Brood.

Back in the present, Deis says the voices of the dead Brood are too strong at Angel Tower. She asks you to meet her at Mount Zublo to continue talking, and then disappears. Leave the room and head out of Angel Tower.

Return to the base of Mount Zublo and enter the small temple there. Have Ryu examine the large plaque on the wall of the temple. He transports to the other side of the wall to meet with Deis. She enters in her true form, a half-snake, half-human deity. (You may remember her from other games in the series.) She informs you that, in her previous human form, she'd lost all her true powers—thus, the costume change. After she claims she can't keep running around unclothed, a reply box pops up on the screen. Choose the bottom choice ("I like you better this way."). If you tell her that you liked her better in the buff, it won't affect the game's storyline, but you won't be able to return to her and sign on as an apprentice.

After you reply, Deis summons Garr. When he appears, she awakens a new power in Ryu—his "prana," or third eye. This power allows you to discover God's true location. When the beam of light points to the far north, you realize you must voyage across the vast ocean to find what you seek.

Exit Mount Zublo and head to Rhapala for some much-needed rest. After all, you must find a boat that will take you to unknown parts of the world.



SHIP REPAIRS AND SAILING THE OUTER SEA

Back in Rhapala, not much has changed. The boat still sits in the Junk Town harbor, too damaged to make the trip back across the Middle Sea to the Wharf. Head east past Mount Zublo and Urkan Tapa to find out for yourself what's going on at Junk Town.

JUNK TOWN (45)

ITEMS

Green Apple
MultiVitamin
Tea Cup

JUNK TOWN ITEM MERCHANT

ITEM	PRICE
Titan Belt	3,000 Z
High Boots	3,000 Z
Wisdom Ring	3,000 Z
Lion's Belt	3,000 Z
Dynamite	200 Z
Weather Vane	200 Z
Taser	200 Z
Belladonna	200 Z
Firecracker	500 Z
Icicle	500 Z

JUNK TOWN WEAPON MERCHANT

ITEM	PRICE
Flame Chrysm	500 Z
Ice Chrysm	500 Z
ShotgunShell	2,200 Z
Barbarossa	12,000 Z
Thunder Rod	9,500 Z
Gigantess	8,800 Z

When you arrive in town, talk to everyone and check out the shops. Junk Town's claim to fame is its Machine Guild, a group of citizens who search the shores and junk piles for machine parts. There are a load of powerful weapons and some handy accessories for sale in the shops. Stock up and upgrade your weapons if you have the Zenny to do it. You'll hear from some of the villagers that Beyd has come to town to check on the progress of the boat repairs himself. He'll be down at the southern exit of Junk Town, but before you go to see him, do a couple of things: Search the houses for items and you'll come up with a Green Apple, a MultiVitamin, and a Tea Cup. You also should find Lee, one of the Wyndian teens, hiding behind the house in the lowest section, farthest from the entrance to Junk Town.



She'll be standing near the Tea Cup if you pick it up. Talk to her and she'll return to Wyndia.

Now walk toward the group of Porter's Guild members down at the town's southern exit. Beyd is leading the pack and demanding to see the boat at the Docks. The guard there lets them through and opens the exit for you to reach the Docks, as well. Exit Junk Town and head west to the Docks.

DOCKS (46)

When you appear on the world map again, take some time to explore all the new locations that have opened up. There are two new Fishing Spots as well as a small hut (?? location) to the far west at the tip of the cape. Enter the ?? location to find a small fisherman's hut. Inside, search the drawers to pick up a Swallow Eye; then peek behind the curtain by the beds to find a ??? Gene! Now return to the Docks to talk to Beyd.

At the Docks, head all the way south and you'll encounter the Porter's Guild yet again, talking to the ship's main mechanic. He tells them the damage the small ship has taken was so great they've been working day and night repairing it; repairs still have some way to go, however. The ship parts he needs to complete repairs are scarce and they lack the labor force to work any faster. Exasperated, Beyd insists on checking things out with the guild, but there's little they can do without full knowledge of machinery. Place Momo in the lead position of your party and talk to Beyd. Bingo! He recognizes your group from the training event years ago, and remembers Momo is an engineer!



Momo offers to fix the boat. Beyd leads your party into the ship's engine room, where Momo checks out the engine hardware to find out what needs to be done. Then she hands you a list of the parts she'll need to complete the repairs. The ship mechanic suggests you ask around and talk to the Guildmembers to learn the best place to find the parts. Exit the ship. If you talk to the sailors and machine freaks running around the Docks and Junk Town, they'll all suggest Steel Beach as your best bet for finding what you need. A guard at the entrance to Steel Beach insists you get the Chief Guildmaster's permission before entering, so head back into Junk Town.



note

Make sure to get a good chuckle out of the two sea lice scuttling near the boat on the pier. One will cry out for "Juliet" and the other pines for "Romeo"!

The Guildmaster sits at a table in the house at the foot of the lower-level staircase. When you talk to him, he reluctantly grants you permission to search the beach for ship parts. Return to Steel Beach and the guard will let you through to take care of business.

STEEL BEACH (47)

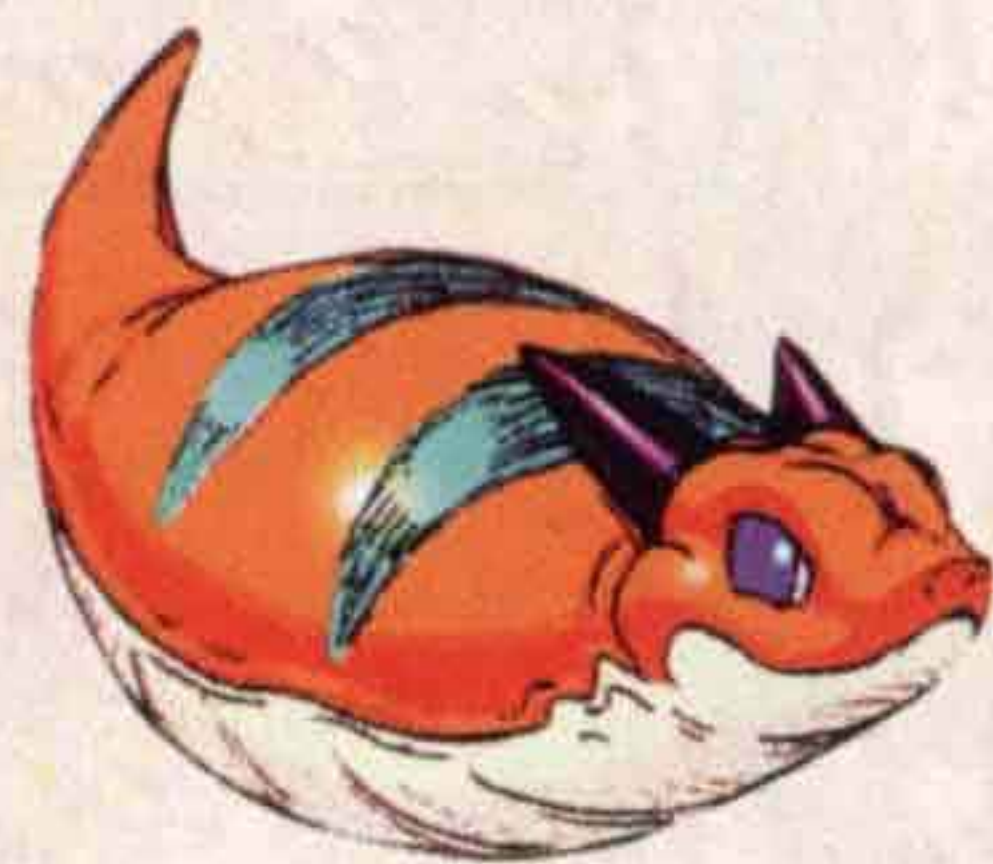
ITEMS

Mutant Gene
Ship Parts

Place Garr in your party and then head to the beach! Doesn't look much like a beach; the ocean is black and the shore is piled with junk. Talk to everyone at the Beach, taking care to search the shore to the far upper right to pick up the Mutant Gene lying next to the water's edge. Notice the huge Container Ship beached at the left end. Talk to the guard there and he tells you there are a lot of machine parts inside, as well as a multitude of nasty monsters. He prevents you from entering, but suggests that if you're determined to find out what's inside, talk to the Boss.

Heed his advice and find the burly guy standing next to the winch by the water's edge. Have Garr talk to him and he'll challenge the Guardian to a rope-pulling match. This is the only way you can prove you're tough enough to withstand the enemy attacks once you're in the Container Ship. Take him up on the challenge and you'll go to a new screen.

The Boss gives you a set of instructions. The objective is to pull the rope when the red flag is up and stop pulling when the flag is down. If you keep up with the Boss, you'll get permission to enter the Container Ship. To pull the rope, press the Δ button repeatedly and keep an eye on the numbers above Garr and the Boss. These indicate the amount of rope left to pull in meters. Take care to keep within a good two meters of the Boss or the rope will slip and break. If you pull the rope when the red flag isn't up, you'll be penalized with a rope break. Keep an eye on the red flag only, and when it goes up, tap the Δ button to pull your share of the rope. When the flag goes down, stop your pulling immediately. You can try as often as you like by talking to the Boss again.



note

This minigame can be tricky if you can't get a quick rhythm down while pulling the rope. The best way to keep up with the Chief and avoid having him lose grip on the rope is to ignore the number count. Just watch for the red flag. When it goes up, start tapping the $\times$ button as fast as you can, but maintain an even rhythm in the process. Sloppy button-pressing may cost you the game. If you maintain a fast but evenly paced rhythm when pulling the ropes, you'll keep up with the Boss easily!

When the rope reaches three or four meters in length, the Boss comments that the object you're pulling on seems heavier than usual. After one strenuous pull, you'll see something floating toward the beach. Congratulations! You've just reeled in one angry fish! Prepare to fight the Angler!

FIGHTING ANGLER

3,000 HP

Recommended Level: 27

Pilfered Item: Fish-head (1 in 2 chance)

1,500 EXP

200 Zenny

Suggested attack(s): Ryu, Accession; Garr, Physical; Nina, Iceblast; Peco, Physical; Momo, Physical; Rei, Physical

Recommended Team: Ryu, Garr, Momo

Don't worry much about Angler. Just be prepared to do battle. Angler uses Thunder quite often in his attacks, so using Electric attacks against him is pointless. It also makes sense to equip the Thunder Ring on your weakest party member.

Angler is most vulnerable to Frost, so have Ryu use the Frost Gene (similar to the way he fought Gaist). Garr does phenomenally well with the Beast Spear, so equip that at

some point for an edge to his Physical attacks. If you brought Momo, equip the Ice Chrysm. Nina should use her Iceblast ability.

After defeating Angler, the Boss gives you free rein to enter the Container Ship anytime you like. Talk to his little monkey assistant and it tells you there are lots of useful parts lying around. It also gives you a helpful starting tip, referring to the small part at the water's edge in front of the winch. Walk up to it to pick up Part A!



Here is Part A.

Several other parts have washed ashore during your fight. To find them all, use your manual camera controls to peek around walls and objects. Find Part H by the outer beach wall,



Here is Part H.

and then walk over to the scrap pile one of the Guildmembers is examining. Search the pile to pick up Part B.



Here is Part B.

Now approach the area with the Container Ship. Look near the wall directly across from the ship entrance to pick up Part G,



Here is Part G.

and grab Part F from next to the welder near the Container Ship.



Here is Part F.

Time to head inside and find the remaining parts!

CONTAINER SHIP

ENEMIES

Bolt
Bolt Mage
Bolt Archer

ITEMS

Robe of Wind
Ship Parts

The Container Ship is literally bursting with ship parts, but you must search every nook and cranny to find them all. Some sit in obvious spots, but many will be hidden in places that are tough to see unless you use your manual camera. When you enter, follow the railing leading from the doorway to find Part D near the end.



Here is Part D.

Now head north to pick up Part B near a locked door at the end of the walkway.



Here is the second Part B.

Don't worry about the locked door for now; there's no way to open it until much later. For now, return to the front section near the entrance and descend the two ladders to the bottom of the ship's hull.

You'll find three beams and three blue switches in this area. From the ladder, head to the first blue switch and hit it twice to raise it. Now you can pass under it to pick up Part C. Next, walk along the back side of the bar to the north to find Part D sitting next to the second striped beam.



Here is Part C.

Return to the center of the hull and flip the lever twice on the second control box to lower the far-left beam twice. Walk slightly north past the low steel wall across the center of the hull and search behind it to pick up Part H there. Now head north and raise the beam there twice with the third blue lever. Pass beneath it to grab Part C near the large crates to the left.



Here is the second Part D.

You can find Part G at the base of the third beam, then pick up Part E at the end of the right row of crates.



Here is the second Part C.



Here is Part G.

Be sure and pick up the Robe of Wind from the chest behind the right row, as well.

Now it's time to walk the beams above. Return to the ladder and climb up to the middle level. Walk south across the first beam and you can pick up Part A sitting on the crate there.



This is Part E.

Continue north across the next two beams and you'll run into Part C.



This is the second Part A.

Pick it up and then return to the ladder.

There's one more part to get, on the far-north row of crates, but you can't get to it until you lower the third beam to gain access. On the floor of the ship's hull, head to the third blue lever and hit it twice to move the third beam to its lowest position. Now return to the middle level and cross the beams until you can pick up Part F—the last ship part!



Here is the third Part C.



This is the second Part F.

Exit the Container Ship and head out of Steel Beach.

CROSSING THE MIDDLE SEA

From Steel Beach, return to the Docks and climb aboard the ship. Walk up to Momo in the Engine Room. She asks if you found all the parts. A list will pop up and you can hand over each part, one by one. After you give all the parts to Momo, she resumes work on the engine. Beyd takes your group to the bridge of the boat and says that once they've returned to Rhapala, you may use the boat to do whatever you please. Momo gives the orders to start the engine and you begin a short journey back across the Middle Sea to Rhapala.

During the voyage, Beyd suggests you speak with all your friends. Head down the ladder and talk to Nina on the deck. The scene will switch to the bridge and spotlight a conversation between Beyd and his crewmen. They tell him the Guild Ship was damaged in a run-in with

the mysterious Black Ship seen from time to time cruising the horizon of the Outer Sea. The scene cuts again to the deck, where Nina spots the Black Ship. It's huge—and clearly abandoned! Before you can get a better look at it, the Black Ship disappears from view, just as you dock at the Rhapala Wharf.

A RUN-IN WITH ROUGH WATER

At Rhapala, the group disembarks for a chat with Beyd. He gives you unlimited use of the Guild boat to do with as you like. But you'll need a sailor strong enough to handle the job of navigating the Outer Sea.

Enter Zig! He offers—no, demands—to steer your ship as thanks for all the help you've given the Guild over the years. You welcome his offer, and after flexing his muscles, he boards the ship and heads to the bridge. You're free now to roam the land a bit, taking care of unfinished business (such as tending to the Faerie Village and checking in with Masters). When you're ready to set sail, return to the Wharf and talk to Zig on the boat.

When you return, Zig asks where you're headed. You realize you haven't a clue, so he suggests you speak with your crewmembers to learn where to go from here. Take a tour of the small vessel and talk to all your party members. Notice the Diary in the living quarters; save your game. When you're ready to shove off, speak to Zig again and he'll get the boat moving.

SHIP CONTROLS

You're required to control the Guild Ship's movement from time to time on the world map. The D-pad directs the boat's movement, and the button controls your speed. When you accelerate, the Engine Meter in the upper-right corner of the screen moves from green to red as the power of the engine is used up. If the meter turns completely red, the engine will overheat and cause the ship to stop briefly to gather steam. Take time to learn how to control the ship effectively while you have the freedom to sail around a bit. The directional controls are a little touchy, so get accustomed to this, as well.

Steer the boat north to the darker water past the craggy barrier between the Middle Sea and the Outer Sea. After you sail into the Middle Sea, the boat takes quite a lickin' from the rough water. Zig returns to the Middle Sea to avoid capsizing.

Obviously, the Guild's dinghy isn't sturdy enough to withstand the torments of the Outer Sea. Nina despairs, and Zig makes an offhand comment about a man they call the Legendary Mariner. After Nina's persistent prodding, Zig coughs up information about a mythical sailor rumored to be the only seaman able to cross the Outer Sea. He's supposedly holed up somewhere near the Rhapala/Urkan region, but Zig reminds your group that this is only legend. Zig suggests that the people living in Parch, a tiny fishing village north of Rhapala Town, may know a little more. Steer the boat to the area of the Middle Sea directly above Rhapala and dock at the Parch harbor.

PARCH (36)

ITEMS

400 Z
Coin
Weather Vane

PARCH ITEM MERCHANT

ITEM	PRICE
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Firecracker	500 Z
Icicle	500 Z
Caro	200 Z
Frog	200 Z
Top	200 Z
Hanger	200 Z

PARCH WEAPON MERCHANT

ITEM	PRICE
Bent Sword	20 Z
Baselard	6,500 Z
Flying Spear	5,000 Z
Ruby Scepter	3,200 Z
Tiger Claws	3,800 Z
Silver Mail	3,900 Z
Amber Bplate	6,100 Z
Kite Shield	4,700 Z
PlatinumHelm	2,800 Z

After you arrive in town, talk to the Parch villagers. None offers much information about the Legendary Mariner, but they refer you to the mayor of Parch, a legend aficionado. Make sure to stop in at the shop to upgrade your weapons and search all the dressers and cabinets in

town for 400 Zenny and a Coin. Find the mayor pouting in the biggest house in town, up the far right staircase.

If you talk to his assistant standing by the curtain, he tells you the mayor is deeply depressed due to the lack of variety in the village menu. He can't stand fish and that's all there is to eat in Parch! The mayor is originally from central Wyndia, and ever since he moved to Parch, he's eaten fish, fish, and more fish. The situation would strike down anyone, and the mayor is especially homesick for Wyndian cooking. He won't speak a word to anyone about the Legendary Mariner. It seems hopeless. How can you cheer him up? If you speak to the mayor a few times, he gives you a hint, referring to Maekyss Gorge.



The mayor of Parch only pouts and despairs at your group's request. You need to find a good seafood recipe!

Time to hop back on the ship and return to Rhapala!

SHISU MAKING

When you reach Rhapala, head straight to Maekyss Gorge, in central Wyndia. Visit the couple in the small hut below the bridge in the Gorge. (Notice their daughter, a green-haired girl who talks only about her cat.)

Now talk to the woman in the hut. She tells you about Shisu. Apparently it's the perfect seafood dish to prepare for someone who can't stand fish. The woman opens up the dialogue for some Q&A. Ask her about any facet of making Shisu and you'll learn you need four ingredients—Horseradish, Mackerel, Vinegar, and Rice Grains. She also provides clues about where to find each ingredient. She suggests that, after you collect all the ingredients, you return to Maekyss Gorge so she can teach you to prepare Shisu, yourself.

Time to wander the world seeking Shisu ingredients! If you need a little help finding them, check out the following tips:

- ❖ Mackerel is a fish you can catch at the Fishing Spot right next to Maekyss Gorge. They love worms, so use one as bait.
- ❖ Rice Grains are easy to pick up if you have Peco in your party. Take him to the tree directly behind the hut in Maekyss Gorge and have him bash its trunk until you have enough. Every time you get a Rice Grain to drop, you'll pick up seven to 10 of them.
- ❖ You can find Horseradish on Ogre Road in the Dauna Region. It grows in the form of bushes along the northern wall in a marshy patch of grass. Use Ryu's sword on the bushes to extract exactly one Horseradish for each bush.
- ❖ Draw the Vinegar from the sour water well at the base of the Coffee Shop hill. You'll need Garr in your party to pull it up in a bucket. Talk to the Wellkeeper and he'll instruct you in how to draw the Vinegar. Keep in mind that rhythm is everything! When you lower the bucket, count how many times you push your $\times$ button. Keep up a quick but steady pace. When you dunk the bucket and are ready to pull it back up, press the Δ button at the same steady pace, pushing the same number of times you pushed the $\times$ button. Try as many times as you like until you get some. The Wellkeeper then will give you four servings of Vinegar.



Collecting each ingredient for Shisu is an individual subquest. Your group will be scrambling all over the map.

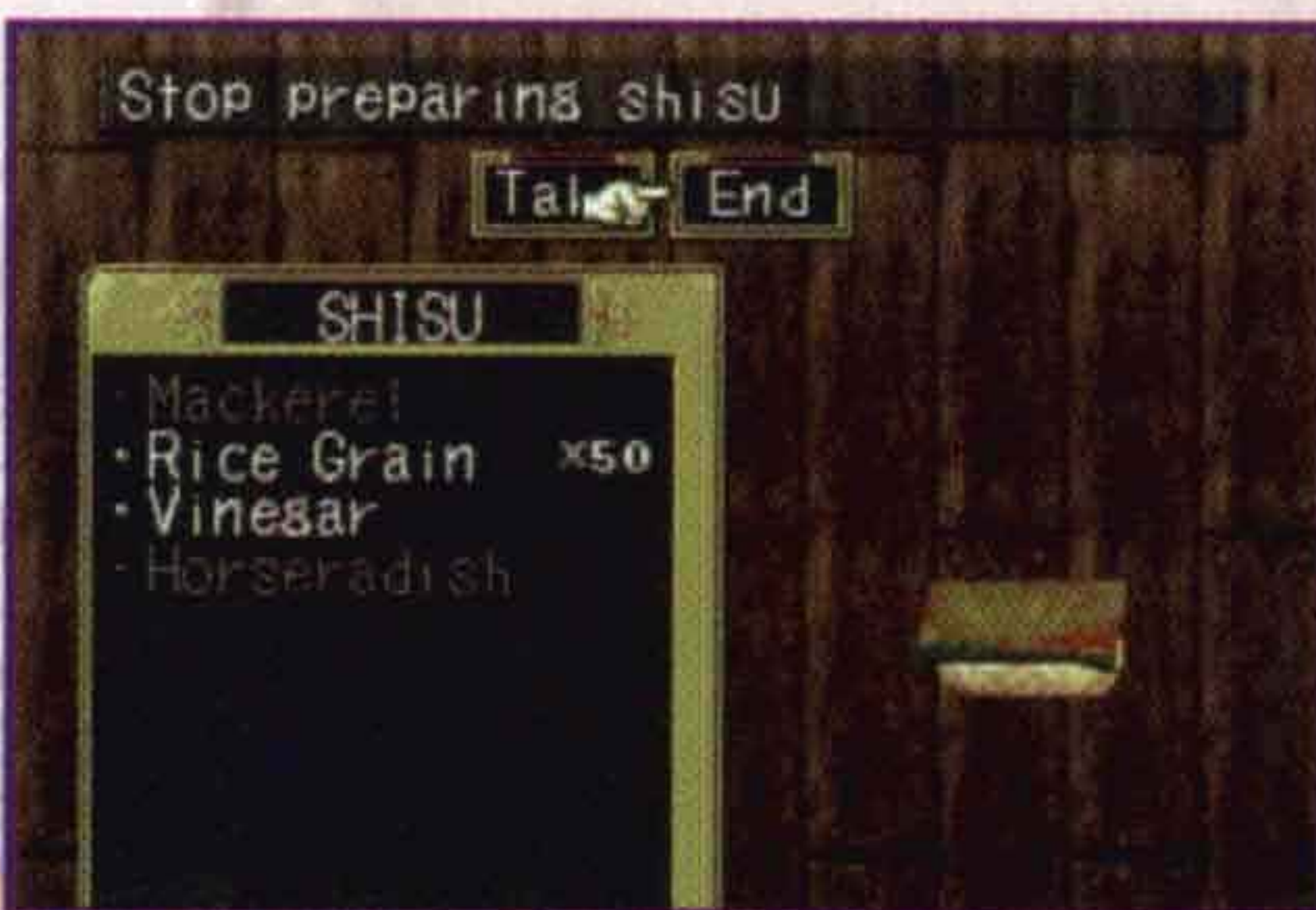


Get as many of each item as possible to allow for errors in preparing the Shisu. Head back to Maekyss Gorge and talk to the woman in the hut. She'll tell you the secrets of making great Shisu. Listen to her advice and instructions, then choose to hear her recipe.

The mixture needn't be exact, but you must keep some things in mind when you finally return to Parch and enter the mayor's house. Talk to his assistant and you'll view a menu screen listing the Shisu ingredients on one side, the words "Take" and "End" at the top, and a strip of empty space on the other side. Begin your seafood masterpiece!

To make the Shisu, first choose to put down Mackerel on the preparation screen (a slice of the fish will show up on the right). Now use as many Rice Grains as you need to fit in the groove on the underside of the Mackerel. Make the rice ball just slightly bigger than the length of the Mackerel, because you must knead it before you finish. Time to add the seasonings. Take care not to add too much Horseradish or Vinegar! Use them in this ratio: For each helping of Vinegar you add into the mixture, add two helpings of Horseradish. Add enough Horseradish and Vinegar to accommodate the size of the Mackerel (which ultimately determines the size of the Shisu), but don't overdo it.

After preparing all the ingredients on the left side of the screen, click once on "Take" at the top of the screen to place the Mackerel atop the rice ball. Each time you press the Take button, you'll give the rice ball a good knead. Knead the rice only until it fits well beneath the fish and no more, or you'll end up with more Mackerel than rice!



Keep all the ingredients in good balance to please the Parch mayor's palate.

Balance is your friend, so keep the two parts of the Shisu at about the same length and size.

When you're ready to serve the Shisu to the mayor, click "End."

The moment of truth has arrived.

When you create the perfect helping of Shisu, the mayor will burst with seafood-loving joy.



The triumphant music and dramatic background make your seafood success a treat!

To thank you for your help, he gives you Sea Charts to help you find the Legendary Mariner's hut. He tells you to head east of Parch through the rocky barrier between the Middle Sea and the Outer Sea. Speak with his assistant again and he shows his appreciation by giving you an item. The items are on a sliding scale of best-tasting Shisu to worst-tasting Shisu. For example, preparing the best Shisu will net you a Shaman's Ring, while preparing the worst will get you an Ammonia. In order they are:

1. Shaman's Ring
2. Lacquer Armor
3. Barbarossa
4. Sage's Frock
5. Wisdom Fruit
6. Wisdom Seed
7. Ammonia

Exit Parch and hop back onto the boat. Steer the boat east until you reach the crags directly left of the small hut on the Urkan cape. Move the boat between the two rocks closest to land. A ? should pop up; enter the location.

IN SEARCH OF THE LEGENDARY MARINER (59)

ITEMS

Heavy Dagger
Blizzard Mail
Ice Shield
Protein



Find this spot directly next to the peninsula jutting out from the Junk Town/Steel Beach area.

On this screen you must steer your boat along a number of paths indicated by the lighter-colored water. You have only a set amount of time to reach any destination before you're tossed out of the area, so zip along the path leading left from the start until it forks. Head left through the rocks to find a small hut to enter at the end.

If you feel adventurous and have confidence in your ship-steering skills, you can pick up any of the other items sitting on small piers on the small map, as well. You can't pick them all up at once, so pick up one, reenter to grab the next, and so on. To open a chest while in the boat, run the boat into the chest and press Δ . Do the same thing to enter the hut.

When you reach the Legendary Mariner's abode, he greets your party and invites you in for coffee. Inside his hut, he introduces himself as Kuykuys, a castaway from the other side of the ocean. To everyone's dismay, he says his reputation as a sailor is a misunderstanding. He merely caught a ride across the Outer Sea and ended up near Urkan. He insists there's nothing of interest on the far shore, but after some prodding from Nina, the mariner gives your party some advice. He suggests that if you're that determined to make it to the other side of the Outer Sea, your best bet is to catch a ride on the Black Ship.

CATCHING UP WITH THE BLACK SHIP

In the next scene, your party is aboard the Guild boat again, feebly attempting to stop the Black Ship with Momo's wee gun. The Black Ship returns the favor by attacking your small boat with automated cannons. Zig must back off, and your party rethinks their boatjacking strategy. Zig asks you to speak with each party member on the ship to create a new plan

of attack. Speak with Momo, who stands on the deck. When you find her, she's in the middle of a heated exchange with Rei. Talk with her, and she'll suggest that ramming the Black Ship from behind may get your party on the ship's deck while avoiding counterattack. Take the info back to Zig, who's more than up to the challenge.

You must control the small Guild boat that's afloat in the Middle Sea. Your mission is to get behind the Black Ship (randomly roaming the same area) and use the Accelerate button to ram it. It's easy, and when you do it right, you may board the Black Ship!

From the Bridge of the Rhapala ship, head down to the engine room and talk to Peco and Momo. You must form a group of three to explore the Black Ship's inner sanctum. Definitely include Momo as a party member. She tells you your objective is to reach the Bridge of the ship so you can regain control of the vessel's course. This is an automated carrier ship that follows a preset route, but it's been knocked off course. Someone must reset its controls so it can reach the other side of the Outer Sea.

THE BLACK SHIP

ENEMIES

Bolt Archer
Bolt Mage
VoltWar
King Toad
Sleepy
Giant Crab

ITEMS

ID Card
Skill Ink
Protectors
Flash Shells
2,400 Z
Ammonia

Make sure to have Momo in your party and then board the Black Ship. You'll find a staircase and a doorway. Pass through the doorway to enter a room with a nonfunctioning crane. You must activate the Main Power switch to get it to work, so exit and head down the stairs. In the next hall, check out the room to the right. Inside, examine the computer terminal; it gives you the message, "There is an error in Platform 3." You have no idea what that means right now, so exit and keep heading north through the door at the end of the hall.

You'll emerge in a room with a set of control panels to the right of the platform. Examine the controls and you'll find you're looking at a Platform Control Panel.



Platform Program No. 3 allows you access to the Crane Room's power switch.

The menu shows how the platform near the center of the entryway will move. It's more confusing than informative, so scroll through to the screen that lets you choose which platform program you'd like to enter. Choose Platform Program 4 and step onto the plate. It will transport you across the room to the opposite platform, but you must do a little back-and-forth. Whenever the platform dumps you at a dead end, simply hop back on and it will move to the next area. When it finally reaches the far platform, enter the doorway to the north. Pick up the ID Card from the small slot machine at the end of the hall, and then return to the Platform Room. Hop on the plate again and it will descend through a rectangular opening in the floor. Pick up the Skill Ink from the box in the corner of the room below; then return to the plate. Ride it until you exit at the starting point.

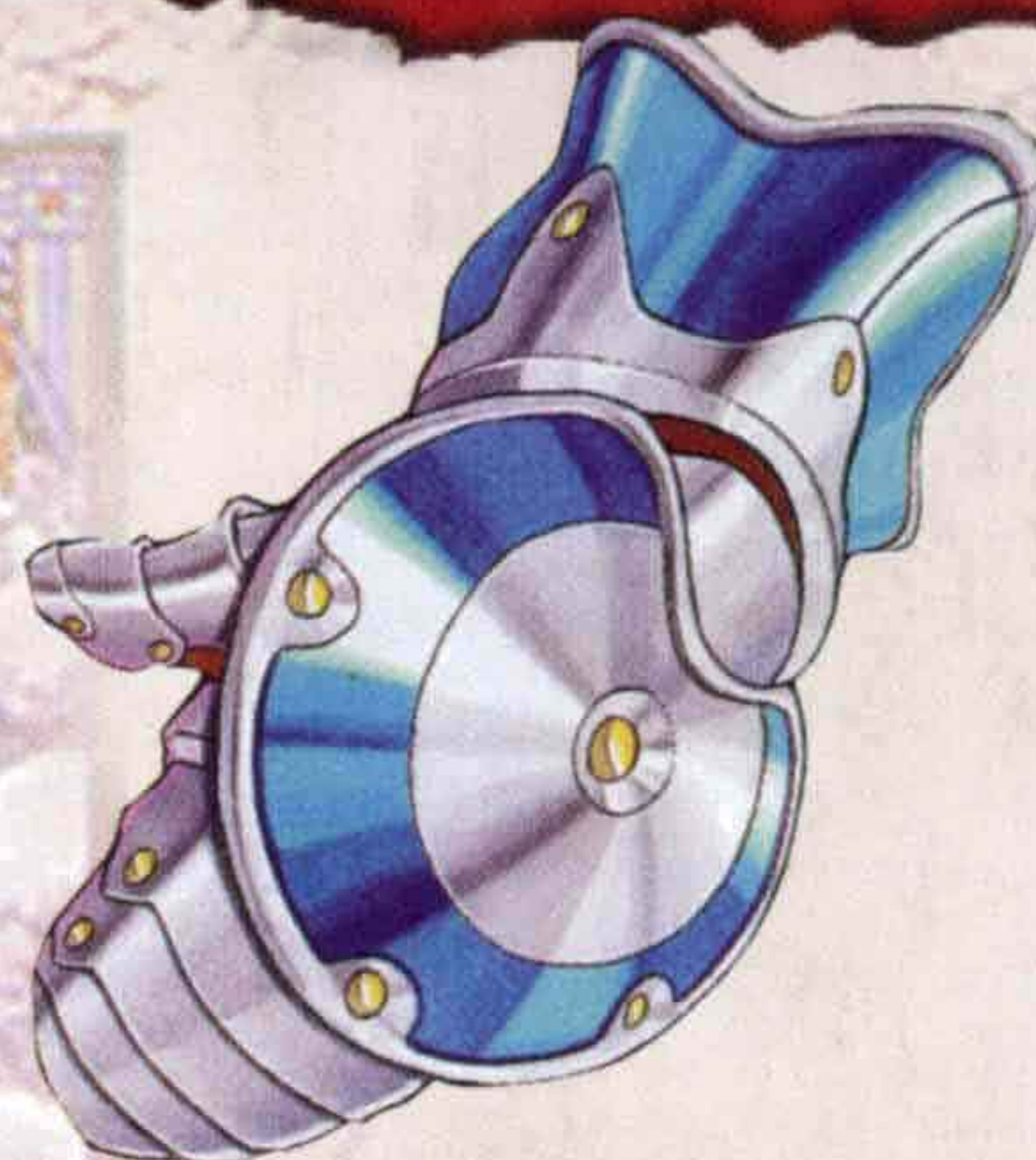
Return to the control panel, enter Platform Program 3, and then catch another ride on the plate. This time, stay on the platform until it drops through another opening in the floor, to a small hallway. Walk south through the door to find yourself in a room at the far end of the Crane Room. Examine the control panel and turn the crane power on. Now return to the platform and ride it back to the entrance to exit the room.

Return to the Crane Room, where now you may use the winch to make a bridge to the opposite side of the room: Using the crane, pick up the three crates lying around the room and use them to build a bridge to the other side. Examine the Crane Operation Instruction Manual by searching the small control panel in front of the crane. When you're ready to operate it, guide the crane to the right by pressing the Δ button; then release the button to make it stop when it gets to where you want it. Press and hold the

button again to move the crane up. When you release the button, the crane automatically will lower and grab the object directly below. It will pick up the crate and drop it in the area where the bridge will be automatically.

The best way to go about picking up and moving crates is first to check out the area around the crate you want. Use the squares on the floor as sort of a grid to measure how far to the right you must position the crane. Watch the red mark that indicates the "grabbing" area below the crane. To pick up a crate, you must center the red mark exactly at the top of the crate. It's not too difficult, but you may have to give it a couple of tries before you move all three crates to form the bridge.

When you're done, use the crane to pick up the fourth crate, partly hidden in the stack of larger crates at the north end of the ground floor. After you pick it up, the crane will bring it back to the platform you're standing on and drop off a treasure chest! Pick up the Protectors that lie within.



The crane can be a little tricky to control, but just use the lines on the ground to gauge its position.

Now cross the crate bridge and pass through the door to the north.

In the next room, go through the opposite door to emerge in the upper-right section of the Crane Room. Walk across the large crates to pick up the Flash Shells from a box there. Now return through the door to reach the lower-right section of the Crane Room and head through the south doorway.

You'll find yourself on the platform across from the entrance to the Black Ship. Flip the blue switch to raise a beam connecting both platforms, and head up the stairs. You'll emerge in a new hallway that splits off in two directions. Head north up the corridor to find four doors leading off the main path. In the lower-right room, pick up an Ammonia from the cabinet. In the upper-left room, sneak a peek in the lower-right corner to pick up the bag containing 2,400 Zenny. Notice the weird machine, called a Boost Counter, in the upper-right room in the hallway. You don't know what it's used for right now, so simply head north up the staircase at the end of the hall.

You'll enter an elevator room. Use your ID Card to activate the lift and climb aboard. On the next floor, head up the stairs—and you'll finally find the Bridge!

Have Momo examine the main control board. She asks for your help in working the Boost Counter (so it does have a purpose!). She asks you to let her know when the Boost Counter reaches 100, but to do this, you must wait until she gives you a signal. Then return via the elevator and head into the Boost Counter room. It's running when you reach it and you can get a number reading. The machine counts as you examine it and continues counting until you talk to Momo. From this point, you must return to the Bridge and, when the Counter reaches 100, tap Momo on the shoulder. To do this, you must keep count in your head by using the rhythmic beeps that sound once you step away from the Boost Counter. Concentrate on counting the beeps and make your way up the elevator (ignore those numbers on the elevator controls!) and to the Bridge. When the count reaches 100, talk to Momo. If you do it right, the ship's engine will restart with the correct course controls set. If you screw up, you must do the whole Boost Counter chore again.

A good way to measure the time you need to get back to the Bridge without screwing up your count is to leave yourself only a little time to return. There are no enemy attacks during this mission, so the path from the Boost Counter to the Bridge is a clear shot. It should take around 30 counts to get back to the Bridge, if your controls are set to Auto-Dash.

When the ship is ready to go, the Rhapala rig will shove off with Zig at the helm and your group will be prepared to set sail aboard the Black Ship! Your party will gather at the Bridge when Ryu's *ipranaï* suddenly becomes active. It shoots out across the water, illuminating the path your group must follow to find the Urkan god. Garr takes a moment to explain Ryu's power to the others and calm them down. Still puzzled by the whole "search for the god" thing, Momo brushes the incident off and suggests that everyone kick back and relax during the journey.

In a brief respite from the long and rigorous journey, you may witness all the hijinks the gang engages in while the Black Ship makes its way slowly back to wherever it came from. Peco and Honey have struck up a playful alliance. Their antics take them all over the ship during the short break. But the goofiness is cut short when a loud alarm rings out during

Rei and Garr's conversation. The two suggest checking out the situation. When you exit the room, Nina is walking around outside. She tells you to meet the rest of the group on the Bridge. Head north up the hall and climb the stairs to reach the elevator room. Ride the lift up and proceed to the Bridge.

INVESTIGATING THE SHIP'S PROW

ENEMIES

VoltWar
Bolt Mage
Giant Crab
Bolt Archer
Sleepy
King Toad

ITEMS

Skill Ink
Ivory Dice
Soul Gem

When you reach the Bridge, Momo cuts the alarm. She says something may have hit the ship at the front and you can't continue until you resolve the situation. She tells you where the path to the ship's prow begins. Then you must choose two party members to investigate the problem with. When you have your party in check, exit the Bridge and descend in the elevator. In the main hall, head south; at the split, head to the lower-left doorway. Enter to find yourself in a short hall with an open gate at the far end. Pick up the Skill Ink from the box in front of the open gate and continue through.

You emerge in a rectangular room. Start by heading right. Pass through the doorway at the corner to pick up the Ivory Dice, and then return to the large room. Now head north and find the ladder down to the lower level. On the bottom ledge, circle around following the path and continue through the door at the end.

In the next room, head right and follow the walkway around the room's circumference (ignoring the steps) to pick up a Soul Gem from a chest on the opposite end. Now return to the rear center stairs and walk down to a small ladder that leads into the bowels of the ship. At the foot of the ladder, cross the short crate bridge to the left side of the room. Follow the path out the door and up the small ladder.

You've finally made it out to the prow of the ship! Walk to the northern tip. Two figures shift about in the water, beating against the prow. When they show themselves, it's time to fight!

FIGHTING THE AMMONITES

Appr. 2,000 HP each
Recommended Level: 28
Pilfered Item: Moon Tears (1 in 128)
4,500 EXP
1,000 Zenny

Suggested attack(s): Ryu, Accession; Garr, Physical; Momo, Physical; Nina, Simoon; Peco, Physical; Rei, Physical

Recommended Team: Ryu, Garr, Momo

The Ammonite bosses can be real trouble. If you can back up so you're between the two guns mounted on the sides of the ship, they'll blast away at the enemies during the battle. You get only one shot at doing this, so make it count. Don't worry if you can't make it happen. You can take out these guys without them.

The Ammonites worst attack is the Tsunami spell the Dolphin boss used. This time, however, it *hurts*. They also lean toward Lighting and Frost attacks. You can counteract the Thunder attacks by equipping Thunder, but there's nothing to protect you from the water-based fighting. When you attack the Ammonite, make sure to use Flame abilities. Ryu should use Flame Claw. Momo can fire away with the Fire Chrysm. Garr should have all sorts of Flame ability, but he seems to work best with the Physical hits. Rei, Peco, and Nina can use their basic hits and skills. Have at it, and good luck!



Once you lay the Ammonites to rest at the bottom of the sea, the ship itself comes to rest in a mysterious new harbor.

You've made it across the Outer Sea!



THE LOST SHORE

When the ship docks at the unknown harbor, you're asked to pick two more party members. Do so, and then wander into the great unknown area of the Lost Shore.

KOMBINAT (49)

KOMBINAT ITEM MERCHANT

ITEM	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	50 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Caro	200 Z
Frog	200 Z
Top	200 Z
Hanger	200 Z

KOMBINAT WEAPON MERCHANT

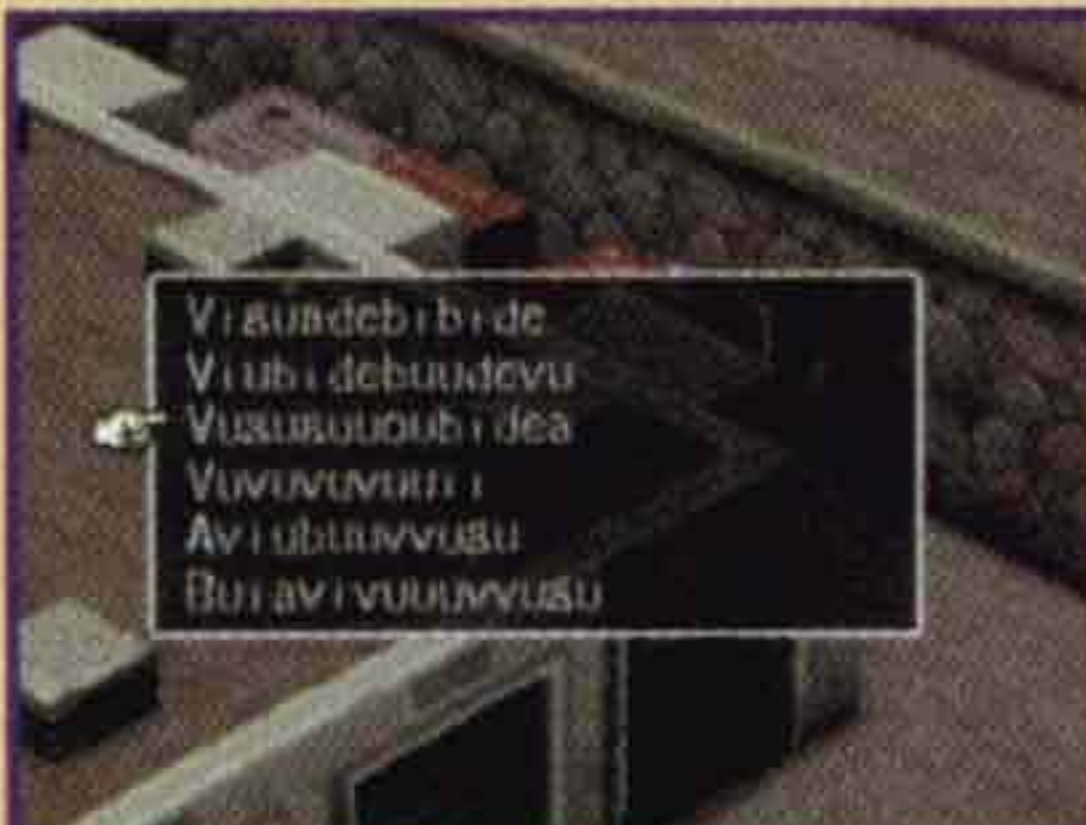
ITEM	PRICE
Heat Shotel	9,500 Z
Piercing Edge	14,500 Z
Beryl Rod	7,200 Z
Gale Javelin	9,100 Z
Raptor Claws	5,800 Z
AP Shells	10,000 Z
Sage's Frock	9,300 Z
SpikedGNTLTS	6,800 Z
Lacquer Armor	8,000 Z
Lacquer Shield	6,500 Z
Lacquer Helm	5,500 Z

When you come to the end of the long stone pier, you'll find you've arrived in a town packed with machine soldiers and people dressed in strange clothing. Talk with everyone to learn that no one has much to say on the topic of gods—or anything else, really. It seems the townspeople have been sucked dry of life and enthusiasm. In this respect they resemble the machines they share the town with. But they do offer powerful weapons, so upgrade your armor and so on at the shop.



tip

If you head down the alley to the right of the shops, you may stumble on a lone machine soldier sitting between some crates. Speak to it to receive a long string of strange machine babble in the form of a question. Next you'll view a screen with six response choices. Choose the third ("Vuguguuubidea") and you'll receive a Homing Bomb for Momo. The machine soldier will seem very happy and you'll leave with a shiny new weapon!



This machine soldier offers a Homing Bomb to the correct guesser.

After speaking with everyone in town and restocking your inventory at the shop, exit the town to automatically set up Camp on the terrain.

WANDERING THE LAND

ITEM

Trance Gene

The gang will huddle around the campfire sharing their thoughts on this strange, new world. Just about everyone has something on their mind. After some soul-searching, your party returns to the world map.

Take this time to explore some of the new areas available. Head north to the [?] location. Place Peco in your party and enter: You again face a mighty Yggdrasil tree. Pick up the Trance Gene behind the Yggdrasil and have Peco speak with the tree.



The Trance Gene is important for some strange gene combinations.

You learn that the worldwide union of the Yggdrasil somehow threatened the goddess's vision of the good of mankind, and so she banished the trees, placing them far apart in disparate areas. The message makes little sense, but the comment about a "goddess" piques your interest. A goddess? Is the Urkan god really a goddess, instead? Are you chasing the right deity? You can't figure this out now, so simply exit the location and head east to Steel Grave.

STEEL GRAVE (50)

ENEMIES

Assassin
Thrasher
Multibot
Audry
Tankbot

ITEMS

UV Glasses
Spanner
Speed Boots

After you enter Steel Grave, take the path leading left and follow it until you reach a ladder leaning against the end wall. Climb it, pick up the UV Glasses

from the box, and then return to ground level. Now walk to the right to find another ladder. Climb it to the top of a large, steel platform. Walk north to a large area of the platform with three rectangular openings. The far-left opening supports a ladder leading down, so take the chance to explore and climb down.

Inside, if you have Momo in your party, have her blast through the rusty door to the north to clear a path to the next room.



Put Momo in the lead to use her cannon to blast this weakened wall!



Enter to find a Spanner fishing rod in a treasure chest in the room's upper-right corner. Now climb back up to the surface and take the top dirt path leading up the low hillside. It will eventually end in a T-section, so simply follow the path leading left and you'll be able to exit the Steel Grave.

This area is now clear. You may pass freely from Kombinat to the Colony whenever you need to rest at the Inn or buy more items. When you're ready, go ahead and make your way to the Colony northeast of Steel Grave.

THE COLONY (51)

ENEMIES

Thrasher
Tankbot
Codger
Toxicman
Assassin

ITEMS

Key
Deep Diver
Failure Gene
Wisdom Fruit

Make sure to have Momo in your party. Then go ahead and enter the Colony. The moment you cross the threshold, Momo notices a large satellite dish at the top of the pyramidal structure. She wonders what it's for, so why don't you satisfy her curiosity by heading up the series of staircases to the dish. Examine it and

you'll learn it may have a connection to the room directly below. Walk down the side stairs and make your way through the doorway below the satellite dish.

Inside you find a platform resembling the Port Drive platforms you've used since Honey activated Relay Point B in Wyndia Castle. This particular Port Drive doesn't seem to be functioning, but before you exit, pick up the Key from the bag sitting atop the Port Drive. This is an important item, so don't miss it.

Now, leave the room and head to the side of the platform left of the Port Drive doorway and jump down from the slanted ledge. Walk left, past the down staircase, to a Failure Gene sitting out in the open!



The Failure Gene only really works with the Infinity Gene.

Have Ryu pick it up, and then head down the staircase and enter the room to the right. Inside you can pick up the Deep Diver from the bag in the corner. The Deep Diver is a type of bait that kicks butt when you're angling for deep-sea creatures such as Whales and Spearfish, so don't pass it up.

Now exit the room and return to the top of the staircase. Follow the outer left walkway and head south to a doorway. Enter and continue down the hall until you emerge outside. Proceed north up the stairs and all the way along the outer walkway to a treasure chest sitting at the end. Pick up the Wisdom Fruit from the box and then backtrack to the center of the walkway. Notice the jump ledge overhanging the glass ceiling of the room below. Take the leap!



Find this smooth ledge to slide down onto the glass below.

You'll break through the glass and land in a room with a blue-lever control panel and some other odd mechanisms here and there around the room. Have Momo examine the control panel and you'll learn this is a Port Drive Activation chamber! Use the Key from the Port Drive to turn the control panel on. Your objective here is to shift the three reflectors in the center of the room so they direct the laser beam (from the machine to the south) into the Fuse at the far end of the room. First reposition the reflectors by flipping switches at the base of each. Once you have them the way you want them, pull the blue lever to activate the laser. If you're successful, the beam will bounce right into the Fuse! If you're off-target, the machine will shut down and you can try again, and again, until you get it right. Take a look at the following picture to get a good idea on how to position each reflector.

After you hit the fuse, the Port Drive in the room far above will now function fully. Head up there and hop on the platform to whiz across the ocean to a tower near—Steel Beach?!



Use these pictures to help you align the reflectors in the Colony and activate the Port Drive.



Relay Point A Port Drive. Choose your party members and stock up outside the Container Ship at any town before taking this task on. It's fairly long. You've been warned.

PORT DRIVE ANTENNA ALIGNMENT

ENEMIES

Voltwar
Bolt Archer
Bolt Mage
Tankbot

ITEMS

Lacquer Staff
Hourglass
Skill Ink
Barbarossa
Lacquer Shield
4,000 Z

When you're ready, return to the hallway leading to the Port Drive and head south along the passage. Follow the path all the way around until you reach an area with two staircases. Head up the left stairs and follow the walkway north up a set of steps. On the next floor, walk south and head through the left door. Inside you'll find a large tombstone-like monolith. Read it to find instructions concerning a "West Switch" and a set of directions:

E = DN	W = UP
S = ...	N = DN



This area is surrounded by beams you can lower or raise by manipulating the four switches in the center of the room.

You don't know what these directions refer to yet, so return outside and head right, and then descend the steps into an area with four levers and four beams. The large monolith north of the levers sketches out some instructions regarding their use: You may flip each switch only once; the directions you found on the first monolith tell in what position to place each lever to activate certain "switches." To reset the levers,

choose to do so when the directions on the monolith to the north give you the option.

Your objective in this room is to figure out how to move all the beams so you can pass through to the staircase to the north. Each lever controls the beam closest to it (the west switch controls the west beam, and so on). But the catch here is that you'll need to flip the switches in a specific order to position them correctly. If you screw up, simply reset the levers to start over. To pick up the Lacquer Staff, flip the south and west switches and cross under the South Beam. Climb the stairs to the right and head through the doorway. Follow the path around until you reach an exit. Through the exit, you'll emerge in the upper-right corner of the Beam Room. Walk left across the North Beam and pick up the Lacquer Staff from the chest. Now return to the ground floor of the Beam Room and reset the switches.

Cross beneath the West Beam. You'll find a door to the south. Through the door lies another diagram monolith, for the east switch:

E = UP	W = DN
S = UP	N = DN

If you cross beneath the East Beam in the Beam Room, you'll find another monolith diagram for the south switch:

E = ...	W = UP
S = UP	N = DN

Down the stairs from the south switch diagram, locate the fourth and last monolith diagram. Be sure to pick up the Hourglass from the chest near the monolith. Then read the instructions for the north switch.

E = ...	W = ...
S = ...	N = UP

After exploring the entire area, it's time to find a way to get to the northern staircase beyond the North Beam. From the Beam Room, reset all the levers and then flip them in the order east, south, north.

ACTIVATING RELAY POINT A

ENEMIES

VoltWar
Bolt Archer
Bolt Mage

Your party materializes on the platform of a new Port Drive. Step off and examine the control panel to learn that this is, in fact, Relay Point A! But there seems to be a problem with the Port Drive's antenna. Travel from here to any other area is impossible.

Exit the Port Drive room and Honey will be up to her old tricks. She immediately takes off down the hall. Follow her down the right-hand hall and climb the ladder. Follow the next corridor to the south end and walk through the doorway there. Nina recognizes the area. It's ... the Container Ship? It seems after all your hard work to get across the Outer Ocean, you've somehow ended up back in Urkan! As Rei would say, doesn't this just beat all?

After some brainstorming, Momo has an idea about the Port Drives. She'll make a tenuous connection between the warps and the Urkan god, backing it up with evidence showing that the mysterious machines and ancient relics all over the world are somehow provided by this god. Thus, if they use the Port Drives, they may just be able to get a little closer to what they seek. The gang agrees and Momo urges you to consider repairing the

Leave the west lever alone; the path should be clear now. Cross under the West Beam and go up the stairs. Walk around the circumference of the room heading right and then north across the South and East beams. You should now be at the foot of the northern staircase! Climb up and outta there to Level 2F!

Head to the lower left of the new area to climb another set of stairs. At the top, you'll find yourself in a room with a large opening in the center of the floor and three floating plates placed in different areas of the opening. Read the large sign on the north wall to learn how to open the electronically locked door to the right of the room. What you need to do is find a way to use the moving plates so you can reach the lock device in the center of the opening. This isn't half as hard as it sounds. Get ready to give it a shot and then follow these instructions:

1. Ride the upper-right plate to the left and you'll end up on the far-left side of the opening.
2. Ride the south plate to the top.
3. Hop on the plate in the upper-left corner and ride it to the lower-left corner.
4. Ride the same plate over to the lower-right corner.
5. Hop back on the same plate again, and ride it to the upper-right corner.
6. Now use the same plate to ride to the upper-left corner. You'll cross a few plates and end up on the left side of the opening.
7. Return to the original plate (it should now be positioned directly north of the center lock device) and ride it south to the middle platform. Yahoo! When you step onto the lock device, the door to the right opens.
8. Finally, step back onto the plate and ride it north to exit the puzzle.



Follow the numbered steps to reach the middle platform switch.



With the moving plate puzzle behind you, breathe a sigh of relief and head to the right through the newly opened doorway!

In the new area, head up the staircase and then pick up the Lacquer Shield from the chest at the south end of the walkway. Now head up the next staircase. You'll be on a dark gray, perforated floor. Head right and through the doorway to pick up the Barbarossa; then return inside. Now proceed left and through the next doorway. If you make your way down the stairs, you can pick up some Skill Ink from the chest, but to continue, simply go through the left doorway.

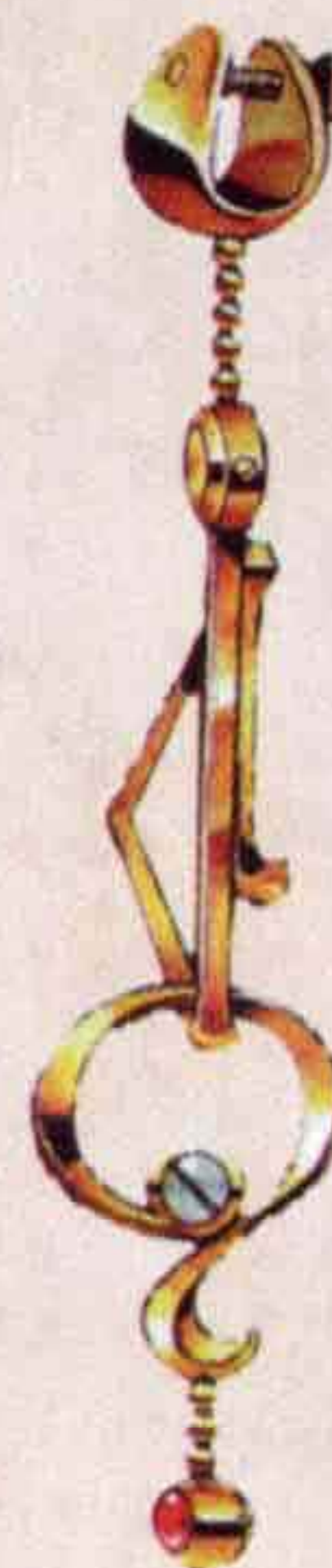
You emerge on the outer walkway of the Port Drive tower. Follow it around and enter the door on the other side of the building. Inside, head up the stairs and out the exit to the right. You'll find yourself outside again, so simply follow the path around the corner and up the ladder to find the Port Drive Antenna—finally!

Examine the controls. You learn you must align the antenna so it receives the least interference possible. Choose to align the antenna, and you'll discover the antenna is receiving two very distinct sounds. When the antenna faces anywhere north, you hear a strange, mechanical humming, but when it faces south, it receives a lot of garbled, tinny static. Position the dish so it receives the purest humming noise—facing north, with a slight tilt west.



Aligning the antenna will take a couple of tries, but you must angle the dish just right.

When you align the antenna correctly, Relay Point A will be activated! Return to the Port Drive room far below and examine the control panels. You'll find a few new locations on the menu—Dragonier and Container Yard. Hold off on Dragonier for now and choose to visit the Container Yard. Prepare to enter uncharted territory!



THE SEARCH FOR MYRIA



THE LOST BROOD

Before you head off to Dragonier, make a pit stop at the Container Yard. When you emerge from the Port Drive, cross the crate to the right and pick up the Radiance Gene from the opposite ledge.



The Radiance Gene is easy to get to by walking across the crate.

There's really not much to do here beyond picking up the Gene, so hop back on the Port Drive platform and warp back to Relay Point A. When you arrive, choose to head next to Dragonier. What awaits you there?

DRAGONIER (53)

ITEMS

Skill Ink
Infinity Gene
Ivory Dice

DRAGONIER MERCHANT

ITEM	PRICE
Damascus Sword	16,000 Z
Damascus Mail	11,000 Z
Healing Herb	10 Z
Vitamin	50 Z
MultiVitamin	300 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z

Once you step off the Port Drive and exit the transport room, you'll find yourself in a strange town. A man, startled by your sudden appearance, asks where you came from. When you answer, he abruptly runs off and notifies a man named Griol of your arrival. It seems ol' Griol knows of Ryu, and he informs your party that your arrival has fulfilled a mysterious prophecy. Griol calls for a celebration and you'll enter the main tent for a feast.

You speak with various Brood living in the village, who tell you their history and of their survival during the Great War. Persecution by the Guardians and the Urkan god forced the Brood either to relinquish their powers and flee or hide deep underground. Those hiding underground entered a deep sleep after giving birth, which explains Ryu's origin in the Dauna Mine!

The sequence ends once you speak with Griol again on the platform above the Port Drive. He urges you to complete their task and destroy the Goddess Myria, the deity responsible for the slaughter of the Brood. He also tells you that, to face Myria, you first must awaken your true power. The screen darkens.

You awaken to find that the whole scene was a vivid dream. The old woman in the tent tells you that you fell asleep shortly after dinner and your companions are wandering around the town. Exit the tent to find Rei waiting for you. Rei suggests the situation must have Garr crawling in his skin, "to be surrounded by the people that were once his enemies." He suggests you both go and cheer the big lug up. He's sulking on the platform above the Port Drive entrance.

Before you do, take the opportunity to search the town and stock up on goodies from the items shop. If you talk to the citizens loitering about, you'll learn not everyone shares your peaceful attitude toward the Guardians. Some are thirsty for payback from Myria; others have let go of their hate. When you're ready, head up and speak with Garr.

Garr is quietly mulling over the consequences of his actions during the Great War. He wonders if everyone in town hates him and his kind. Thankfully, before the old guy gets too morose, Rei interrupts and puts everything back into perspective. He reminds Garr that, even though some Brood may still hold the Great War against the



Guardians, the only opinion that really should matter is Ryu's. Then Griol comes by to tell you the Elder of the village wants to meet with you.

Head down the well in the center of town and make your way down the long hall with the beautiful mural and into the first room. Pick up Ivory Dice from one of the cabinets. Now head into the hall again and proceed to the room at the very end of the passage. Inside, you meet the Dragon Elder. He introduces himself to your party as Bono, an all-around wacky guy who, besides Ryu, just happens to be the oldest and most powerful Dragon still in existence.

Bono asks Ryu to step onto the platform to speak privately. There he explains the further history of the Brood, referring to the mural you passed on the way in. He says that every few centuries a Dragon warrior is born to protect the Brood from the Goddess Myria's grasp. Now Ryu must join those in the sacred mural and fight the goddess with the help of his friends.

Bono notices Garr and summons him to the platform. Garr asks if the Brood resent the Urkans for what happened during the Great War. The Elder answers yes and no. He explains that there's not enough time in life to hate or kill. Neither the Guardians nor Myria nor the Brood are to blame for past conflicts. This is fate, and now it's up to you and your friends to decide what to do. Then he kicks Garr off the platform and demands to speak with the ladies. Exit the underground well and head out to the world map.

When you exit Dragonier, switch party members to include Nina in your traveling party. Now return to the Elder's

room and have Nina speak with him. (Just for laughs, have Momo attempt to speak with him.) He delights at Nina's spunky attitude ("Gramps"!) and tells her more about the situation at hand.

Apparently, the Brood have clashed with Myria over the past millenium.

Myria perceived their all-powerful strength as threatening, and she set out to exterminate them to protect the earth. But the Brood have never used their full power.

They share her respect for all living things. So is there a real enemy out there?

Maybe not, but you don't have time to answer the question: Bono asks Nina for a kiss. She seeks your approval, but either choice has the same result. After Nina plants one on Grandpa, he challenges Ryu to a fight to see if he's worthy of receiving the true power of the Brood. He also tells you that the power he guards is so massive, they had to construct a set of magic-preventing walls to keep Myria from discovering it. This means you can't use your Dragon-transformation abilities. Once the Elder turns into the Ancient Dragon, keep on your toes!

FIGHTING ELDER

6,000 HP

Recommended Level: 28

Pilfered Item: Dynamite

Reward Item: Infinity Gene

6,000 EXP

0 Zenny

Suggested attack(s): Ryu, Physical; Nina, Iceblast; Garr, Physical, Gambit; Momo, Physical; Peco, Physical; Rel, Physical, Weretiger

Recommended Team: Ryu, Nina, Garr

Bono is extremely tough for such an old guy. This fight may have you tearing your hair out, so watch yourself! You're up against some pretty powerful spells. It helps to equip the Fire, Ice, and Thunder Rings. Put the Ring of Fire on your weakest character (Nina!), because the Elder uses Inferno and Sirocco more than Myollnir. And if fighting Gramps weren't bad enough, guess what? Ryu can't use his Accession ability!

The game's ideal team is Ryu, Nina, and Garr. But once the Elder has had his thrills with Nina he asks for Ryu again. This is your chance; return to the world map and assemble your best line-up. You should know what you're doing by now.

Keep your team hitting with their best, and heal up often. Remember that Ryu can't use Accession, so there's no point in saving his AP; feel free to use the Resurrect spell or Vitalize as often as you can. Have someone provide a Ginseng or cast Might to boost Ryu's or Garr's attack strength and hasten the fight. The Elder isn't Vulnerable to any particular elemental spell, so just keep chipping anyway. This one's a doozy, so give it your all!



After you defeat the Elder, he regains human form and tells you to fight for what you believe in. As he fades away, he leaves behind the Infinity Gene that contains the Brood's ultimate power. Pick it up, and then head back up to town.

When you exit the well, Griol is waiting for you. He tells you that, to find the goddess, you must cross the Desert of Death to the far north. He refers you to a man named Horis who can help you through the desert. Horis waits with a Rakda near the city gates.



After you fight the Dragon Elder and get the Infinity Gene, head to the platform above the Port Drive entrance and have Ryu examine the smooth section in the center of the northern wall. If you have all 18 Brood Genes in your possession, you can meet with Ladon, King of the Dragons. He offers his services as a Master to you!



Descend into a small area with the Rockbreaker in a chest. Then head back up and out of the room. From the doorway, head left onto the dirt path and walk all the way along the road to the far north. The road will curve a bit. You should spot a stone wall with cracks in it.



Momo can blast your party's way to the Aries Spear, a nifty weapon for Garr.

Rest and stock up. Then talk to Horis. He tells you he'll go only as far as the desert with you. You must meet him at the edge of the desert, so head north from Dragonier to reach the Factory.

THE FACTORY (54)

ENEMIES

Egg Gang
Hobgoblin
Boss Goblin
BoildEgg
Gold Egg
Giant Orc

ITEMS

Wisdom Seed
Artemis's Cap
Skill Ink
Rockbreaker
Aries Spear
Fish-head
Sage's Frock
Homing Bomb
Hourglass
Ammonia

When you're ready to go, enter the Factory and follow the entry path until it divides. Take the upper path to pick up the Wisdom Seed from a chest. Return to the split and take the lower route to proceed. Follow it until the path splits again, and then take the lower route. Eventually you must choose between two paths. To pick up the Artemis's Cap, take the path left, but to continue with the maze, head right. The walkway then splits yet again! To grab the Skill Ink, find the chest down the left path. Return to the fork, proceed right, and enter the door in the hillside.

Now follow the hall north and into the small room on the other side of the hallway. You'll find a room with a blue lever beyond a laser barrier. You can't do anything about the barrier right now, but check the floor to the right of it to find a ladder leading down.



Use your camera to peek behind the wall and spot this ladder leading down to a room with the Rockbreaker in it.

If Momo is in your party, have her give the wall a good blast from her gun and then pick up the Aries Spear from inside. Exit and backtrack south down the dirt path to an opening to the right. When you find it (it's fairly obvious), climb up the staircase.

You find yourself in a room with a set of stairs to the upper left and a blue-lever doorway to the right. Take the stairs to find a Fish-head in a chest; then return to the room below. Head through the door beyond the blue lever to enter the Factory core. From the entrance, cross to the north and you'll find an area with three blue levers and a bunch of electrical strips running along the ground. You must reach the upper-right staircase, but you have both electrical floor strips and two raised blocks in your way. You can access only two blue levers right now, so check them out (and avoid stepping on the electric strips).

The lower blue lever lowers the first raised block, but it also turns on the strips alongside it. The top blue lever does the same thing, but for the upper raised block. Both levers are also timed, so you have only a certain amount of time to cross to the upper-right stairs.

Do it this way: Hit the top switch.



Then quickly circle around to the lower switch. Hit it and run across (it's helpful to have your controls on Auto-Dash) to the staircase before the blocks rise again. When you make it, you have a clear path to the door in the room's upper-left corner.

Head on through to a long, wide hallway. Follow it around to the south (you can't disable the electrical strips here, so don't bother trying) and eventually you come to a doorway leading off the hall to the left. Pass through the door to pick up the Sage's Frock from a chest at the end of the low path. Return to the wide hallway and continue south. You'll pass another door on the way, but ignore it for now and keep following the hall to the end. Pass through the entrance there to another room and continue through the next door.

Eventually you emerge in the room with the laser barrier and blue lever you may remember from earlier. Flip the lever to disable the barrier. Now you can use this route to return to the beginning of the maze at any time. But if you don't need anything from town, head back up to the wide hallway and to the doorway you ignored the first time through.

Enter to find yourself on the right side of the large room with the blue levers and electrical floor strips. Notice the ladder to the upper walkway on your left, but ignore it for now and flip the first blue switch right of the doorway. Doing so deactivates the electric strips on the left side of the area. Make your way over to the blue lever on the far right and flip it to turn off the remaining strips and raise a block connecting the staircase to a podium to the north. Climb the steps and examine the control panel at the front of the platform.



To maneuver the Workbot to hit just the blue switches, you must master the controls.

You're looking at instructions for a Workbot Control Panel. These controls manipulate the Workbot north of the podium so you can disable the electrical strips ahead. Your objective is to control the Workbot so it flips all three blue levers in its immediate area. To enable the controls, choose to work the remote panel. Then notice that the Workbot in the area to the north mimics the movement of your character on the platform/dais. When you get the Workbot up against a blue lever, use your action button to get it to punch the lever and turn off the strips connected to that switch. Use the square blocks in the Workbot area to create some distance between where you're moving and where the Pooch is moving. Work this little puzzle as you would a computer mouse and you can complete it in no time. Once all three blue levers are disabled, head back to the lower left and climb the ladder.

Follow the upper walkway to the staircase leading left. At the foot of the steps, flip the blue switch to pick up the Homing Bomb from the chest near the switch. Return to the upper pathway and follow it north; then wind around along the outer, right-hand wall to the south until you can pick up the Hourglass from the chest at the end of the path. Now backtrack to the north door and head through.

You emerge in an area with a monstrously long upward flight of steps. Climb them to the top and examine the small emergency lock mechanism left of the sealed door. Use Momo's gun or Ryu's sword to smash the emergency lock mechanism and the sealed door will swing open. Head through and you'll end up on the world map again, but now you're at the south edge of a massive desert! Have you finally reached the Desert of Death?

THE LONG TRIP THROUGH THE DESERT OF DEATH (55)

ENEMIES

Scorpion
Magmaite
Saboni
Drak

ITEMS

Death Claws
Royal Sword
Life Armor
Moon Tears (2)
Speed Boots

From the world map north of the Factory, simply walk north and enter Horis's Base Camp for beginning desert travelers. He gives you a rundown of how to get through the desert—directions, camping and resting fundamentals, locations of stars in the desert sky, and a little about Myria. Ask him *everything* about going through the desert, and when you've tapped him out, inspect things around the camp. There's a Diary for saving, the usual camping stuff, and a Rakda. Examine the

Rakda and Horis tells you these creatures have a very accurate homing instinct. This one is yours to take when you venture out. Examine the water jug by the Diary to learn how to use water in the desert. Fill your canteen now, before you forget, and when you're ready, walk to the edge of the camp to prompt a small menu. To return to the Factory, choose "Go Back"; to head out into the desert choose "Go to Desert." If you choose the latter, Horis has you wait until nightfall to leave.

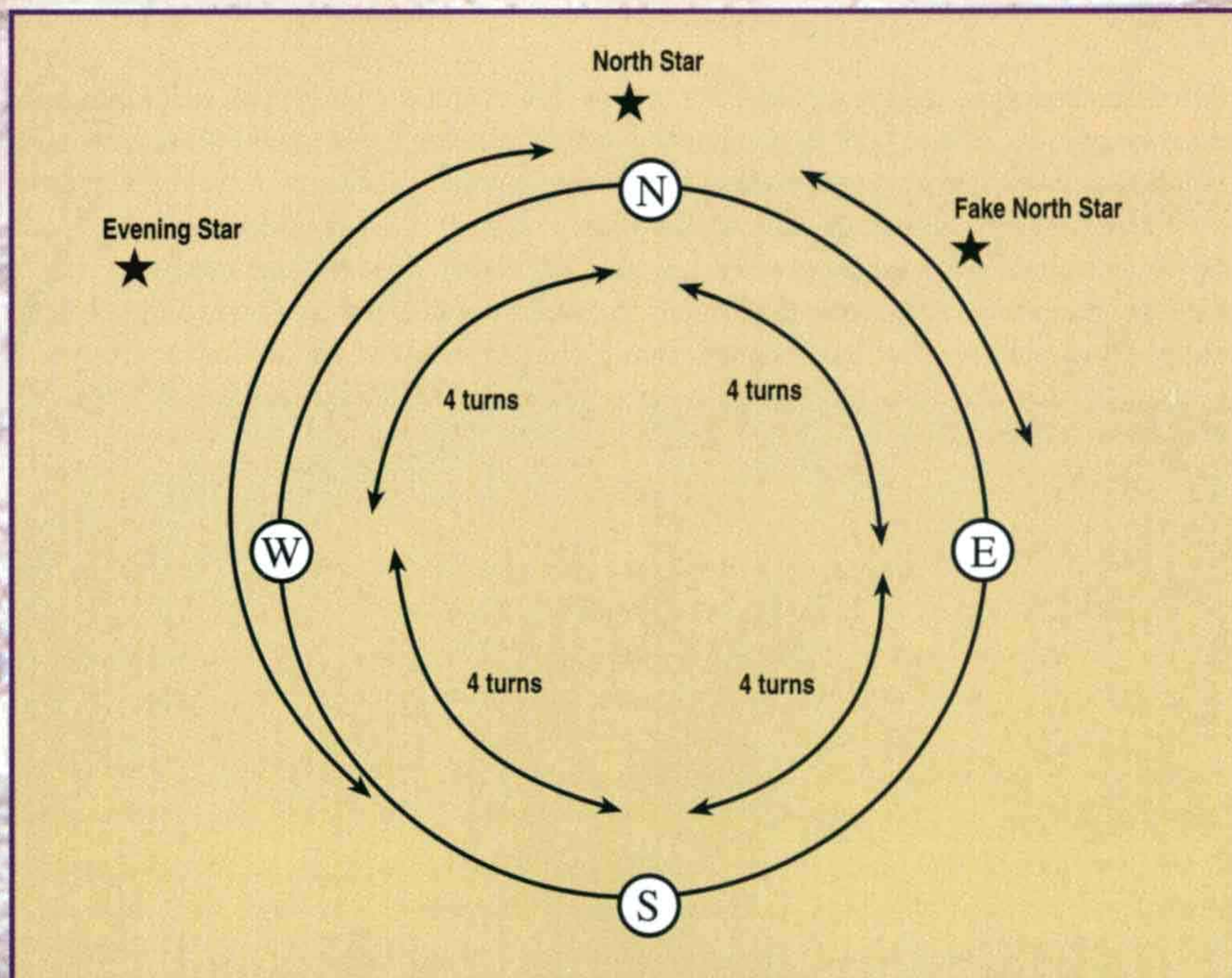


Horis is your main connection to desert knowledge, so make sure to listen to his advice and pack a full canteen.

The Desert of Death is a tricky place. Even if you make it through in one try, it's still tortuously long and slow. Heck, even the traveling music sounds like a lullaby! You should know several things before heading out, including directions to your objective. Heed these words, or you may find yourself running out of water and getting quite lost:

STARGAZING

Three stars will figure into your trip across the desert. The North Star glows reddish and sits in the sky directly to the north, never changing its position. The Evening Star is bluish and moves around to the left of the North Star, depending on the direction you're traveling. Finally, the Fake North Star isn't too tricky, but avoid mixing it up with the true North Star. It's the same color as the true North Star, but its position in the sky jumps around. It hangs to the right of the true North Star. Confusing the Fake North Star is particularly dangerous if a mirage of the Oasis Town pops up beneath it.



GETTING TO THE OASIS

The instructions Horis gives you at Base Camp are correct, but rough. Right from the start of your journey, head *north* toward the true North Star for two full nights. At this point, if you turn directly *west* (four turns from the North Star to the left), you should see the Evening Star hanging right above your head. When this happens, turn due *east* (four turns to the right from the North Star) and walk *east* for two-and-a-half nights, until the Evening Star disappears below the horizon. Check on it back in the *west* from time to time. When it drops below the horizon, turn directly *north*, so you face the North Star again. Walk *north* for almost two nights; halfway through the second night, you should exit the Desert of Death.

SURVIVAL BASICS

- ❖ Familiarize yourself with the directional controls of looking at the stars. The D-pad controls the direction you face while walking, and the Start button lets you set up camp automatically. When you need to drink water, pull up your inventory and treat water like an item when using it. If you're not moving, time doesn't pass, so if you need to pause, just let your character sit still on the screen until you return. You don't need to camp.
- ❖ All Horis told you about counting your steps to measure the passage of time in the desert is totally unnecessary. Let the game keep track for you and always wait for a menu to appear and prompt you to drink water or set up camp. This way, you won't waste water, and you won't camp before the sun rises completely.
- ❖ A good rule of thumb for judging a night's journey is to note that you'll use two helpings of water a night, if you rely on the game to prompt you for water and camp, and you'll enter two or three battlefields in the same time span. The exception may be your first night out; you'll probably need only one helping of water on the first night.
- ❖ Always fill your canteen by using the water jug near the Diary at Base Camp before wandering into the desert. You may not need all 16 helpings of water to get through the desert, but don't take any chances.

- ❖ Always check your position against the North Star when breaking camp or leaving a battlefield. The game has a funny way of facing you in a different direction when you exit a camp or battlefield, so make sure you're headed in the right direction before you start walking.
- ❖ This is an excellent area to level up in as much as possible, so use the random battlefields with abandon. You'll enter around two battlefields a night before camping and resting, so you should be able to survive a good number of fights before having to heal up. Take the opportunity to check battlefields for goodies lying around in small bags. The desert is the only place where you can pick up Moon Tears as random items along with Antidotes and Healing Herbs, so grab as many as you can.
- ❖ A good rule of thumb for judging distances between east, west, and north is to remember that from the North Star it's exactly four turns to the right to face due east. To face due west, you'll make four exact turns to the left from the North Star.
- ❖ Never let the Oasis Town mirage fool you. After a few nights in the desert, you may notice the oasis shining brightly in the distance under the Fake North Star, but if you head toward it, the vision will fade and you'll end up lost and out of water quickly. There are a couple of ways to reach the oasis, but the one we provide here is the most consistent and easiest to follow.
- ❖ Get to know the mechanics of camping in the desert. If you break camp without resting, no time will really pass between when you set up camp and when you leave. If you rest before leaving the camp, it will be night again when you leave (or day if you camp at night, but who would do that?). If you screw up and leave camp during the day, you can always immediately set up camp again and rest to pass the rest of the day. You can also always recheck the directions to the oasis by reading the paper on the table in the tent. If you get lost, simply talk to the Rakda and he'll get you back to Base Camp.
- ❖ Most of the desert creatures wandering the battlefields are weak against Frost and Ice magic, so keep this in mind when fighting.

When you manage to get to a significant point in the Desert of Death by correctly following the directions, you should enter a new screen. You'll see your party walking across the desert, approaching a large mound in the sand. When you get close enough, the mound comes to life! Time to fight a nasty sand critter named Manmo!

FIGHTING MANMO

6,000 HP
 Recommended Level: 30
 Pilfered Item: Power Food (1 in 32 chance)
 Dropped Item: Aries Gloves (1 in 256 chance)
 3,000 EXP
 1,000 Zenny
 Suggested attack(s): Ryu, Physical, Accession; Garr, Physical, Gambit; Momo, Physical; Nina, Iceblast; Peco, Physical; Rei, Physical, Weretiger
 Recommended Team: Ryu, Garr, Momo

Manmo is a tough guy, but you've seen tougher. His worst attacks are Quake and Myollnir, and his high Reprisal rate can be a bother, as well. Your biggest problem probably will be the weakened condition of your party members when the battle begins. Start with a good round of Shield and Vitalize before attacking. Physical attacks work really well against Manmo—even better if you can get a Critical Hit. Whenever Garr's HP is near the roof, have him use the Gambit ability; it may not always work, but it's worth trying. Have Momo cast Might on characters who depend on Physical attacks, such as Ryu or Garr; Nina will do best casting Iceblast.



After you blast Manmo back under the sand, the scene shifts to camp. Nina has fallen ill from exhaustion and sunstroke, and it doesn't look like she'll make it if you don't do something fast. When everyone's done chatting, exit the tent. Rei is hanging out near the tent opening and he mentions the Rakda. Rei seems to know something you don't, so go ahead and examine the creature while it's chewing on a cactus at the edge of the campsite. You'll learn that Rakdas have a secret talent you haven't figured out yet. Close your eyes and have Ryu swipe the poor Rakda with his sword!



Suppress against any animal-loving instincts you may have and kill the Rakda for Nina's sake.

The Rakda's other use is to provide nutrients and water to suffering desert travelers. Ryu picks up the Rakda meat automatically. Head back into the tent; Rei stops you at the entrance. He expresses his surprise at your bravery in sacrificing the only means of returning to the Base Camp so Nina can survive the rest of the journey. Enter the tent and give Nina the Rakda meat. The scene shifts to your group's approach on the Oasis town—at last.

OASIS (56)

ITEMS

800 Z

OASIS ITEM SHOP

ITEM	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Titan Belt	3,000 Z
High Boots	3,000 Z
Wisdom Ring	3,000 Z
Lion's Belt	3,000 Z

Your party is taken in by the kind village leader, Fa'ah. He makes sure Nina is tended to at the Inn until she recovers. Most of your visit here unfolds in various scenes: You and Garr learn that ruins lying north of the Oasis might lead you to Myria. You watch Rei hit on the village water girl (note Momo's hesitation as she walks past ... jealous?). When Momo gets back to Fa'ah's home, Fa'ah wishes you luck in your search for the goddess and you'll be free to explore.

There are a few points of interest here to take note of. The water girl refills your canteen if you want to head back into the desert, and a man in the item shop offers some secrets.



For more information on uncovering these secrets, refer to the Secrets section at the back of this guide.

You can pick up 800 Zenny from a bookshelf in one of the homes, as well. When you're ready to explore the world beyond the desert, climb the hill in the center of town to emerge on the world map.

THE WORLD BEYOND

In this foreign land, you learn that to the east, you can enter the Container Yard. Bring Garr with you and he can smash the wooden crate blocking the ladder leading to the Port Drive. Now you may return easily to any part of the world map across the ocean as well as on the southern part of the Lost Shore! Use the opportunity to check back in with Masters and to tie up loose ends in other locations. When you're ready to explore, head north to Caer Xhan.

CAER XHAN (57)

ITEMS

Moon Tears Protein

CAER XHAN ITEM SHOP

ITEM	PRICE
Healing Herb	10 Z
Vitamin	50 Z
Antidote	12 Z
Eye Drops	20 Z
Panacea	100 Z
Ammonia	200 Z
Titan Belt	3,000 Z
High Boots	3,000 Z
Wisdom Ring	3,000 Z
Lion's Belt	3,000 Z

CAER XHAN WEAPON SHOP

ITEM	PRICE
SeekingSword	20,000 Z
BlessedStaff	11,000 Z
Gunginir	22,000 Z
Brass Claws	11,000 Z
Atomic Bomb	16,000 Z
Royal Armor	18,000 Z
Force Armor	22,000 Z
Protectors	11,000 Z
Mind Shield	18,000 Z
Sun Mask	7,200 Z

Caer Xhan was once a bustling civilization. Now there are empty shops, bars, and buildings scattered throughout. Visit the various buildings to find a few remaining machine soldier merchants peddling wares to whoever stumbles into this ghost town. Search around to pick up a Protein from one of the empty buildings.

If you follow the main road north, you'll enter the upper section of Caer Xhan. There's a building here with a locked gate that leads to a transport system, but you must find a way to disable the electronic lock. Return to the southern section of town and find the building in the upper-right section. When you enter, you'll find a Honey look-alike lying on the ground. It's not

functioning, so simply continue north down the long passage. You'll enter a room where triangular glowing cones surround a checkered area with a treasure chest. The cones actually are security lasers emitting invisible beams. If any of your characters run into a beam, they'll be damaged, so ignore the chest for now and head down the stairs left of the room.



Find the room at the foot of the side stairs to turn off the lights. This is the only way you can see the laser security beams.

In the room below, flip the switch on the control panel and exit. When you emerge, you'll find the lights are dimmed enough so you can see the laser beams' path. Carefully pick up the Moon Tears from the chest and head to the right side of the room. There's another area with laser beams blocking the exit to the north. Take care to avoid taking damage from the beams, cross the checkered floor to the north, and exit through the door.

You're outside. Head through the next door north to enter a control room. Examine the large computer at the far end of the room and deactivate the emergency lockout mode. You'll also be able to activate the lift to ... Myria Station!



After disabling the locks, exit the room and find the slanted ledge on the left that allows your characters to jump to ground level. Around the corner, you should be able to find the doorway leading to the electronic gate in the northern section of Caer Xhan (locked earlier). Go ahead and enter the building and examine the computer inside. You'll open the gates and be free to pass to the upper ledge. Follow the path to the exit on the right side of the room. Once you make it outside, the name "Myria" begins ringing bells in your characters' minds. Are you finally headed to where the goddess dwells? Hop the lift and find out for yourself.

MYRIA STATION

ENEMIES

Nitemare
Armor
Adept
Killer
SoulGrd
Newt
Red Drake
Blue Drake
Plant 42
Hopper
Clone
Tankbot

ITEMS

Gas Shells
Life Shard (2)
Wisdom Fruit
800 Z
Napalm
400 Z
10,000 Z
Key Card B
Slicer
Protein
Dragon Helm
Dragon Shield
Skill Ink
Giant Shield
HE Shells
Light Bangle
Swallow Eye
Demonsbane
Holy Robe
Ammonia
Ivory Dice

Bring along Rei and Momo, or at least be prepared to switch characters throughout this maze. The lift carries you to a structure high in the sky. When you leave the lift, you realize the main entrance directly north is locked. You must enter the station using the Worker's Entrance. To get there, head right and descend the stairs. Follow the next hall south until you find an area with an elevator shaft and a set of stairs. Before you use the elevator, head down the right hall and follow it all the way north. Pass through the doorway and you'll be outside again.

Follow the path north; at the top of the staircase, shimmy along the thin ledge leading left. You can pick up a Life Shard from a bag in the corner. Now return to the elevator area and head down the hall leading to the lower left. You can pass through a doorway and pick up the Gas Shells from a box there.

Now it's time to use the elevator!

Return to the lift area and you'll find you can't activate the lift until the main power switch is enabled, so head up the stairs and flip the blue switch on the other side of the elevator shaft. Return to the control box downstairs and use it to head to the Arrivals Platform first. Hop on the lift and ride it up to pick up the Wisdom Fruit from the box at the end of the platform. Now use the control box to send the elevator down to the Maintenance Deck. When the elevator gets to the right floor, exit and follow the path all the way to the next lift at the opposite end. Use the control box to direct the lift to the Worker's Area. Ride it up to emerge inside the station.

From the lift, enter the door to the left. You find yourself in a new hallway. The two doors here can be unlocked only with something called Key Card A. Obviously, you have nothing of the sort, so follow the hall to the right-hand hall and head up the end staircase. You ascend into a room with two control boxes. Examine both to deactivate the Main Entrance emergency lock, as well as the lasers in a room on the other side of the wall from you. Return to the corridor downstairs and head all the way up the left hallway. A save room lies along the left corridor. Use it and remember the location for later. It's the only place you can save your game in this area. You also can pick up 800 Zenny and a Napalm if you search the lockers in the front area of the save room.

After taking care of all necessary business, head north up the left hall and climb the staircase at the end. Cross through the small room at the top of the steps, making sure to pick up the 400 Zenny on the bookshelf; then exit through the southern door.



MAIN HALL

Welcome to the Main Hall of Myria Station! You can head in several directions at this point. To the left on the ground level there's another door that requires Key Card A to open; in the center of the room a green tiled path leads to the left and an orange path branches off to the upper right. At the south end of the room, you can exit now through the glass corridor to the front of Myria Station. Use this option if you need to restock or take care of other business. For now, pick up the Protein from the small bookcase near the entrance. Then follow the orange path to the upper level and through the door on the right side of the room.

In the next area, hop the right-hand escalator to reach the far end of the room and pick up the 10,000 Zenny in the chest behind the wall left of the escalators. Head through the side door and down the hall. Head through the doorway to enter a healing room that automatically replenishes lost AP or HP. Continue through the north door and head down the hall into the small room at the end to pick up the Holy Robe from the chest inside.

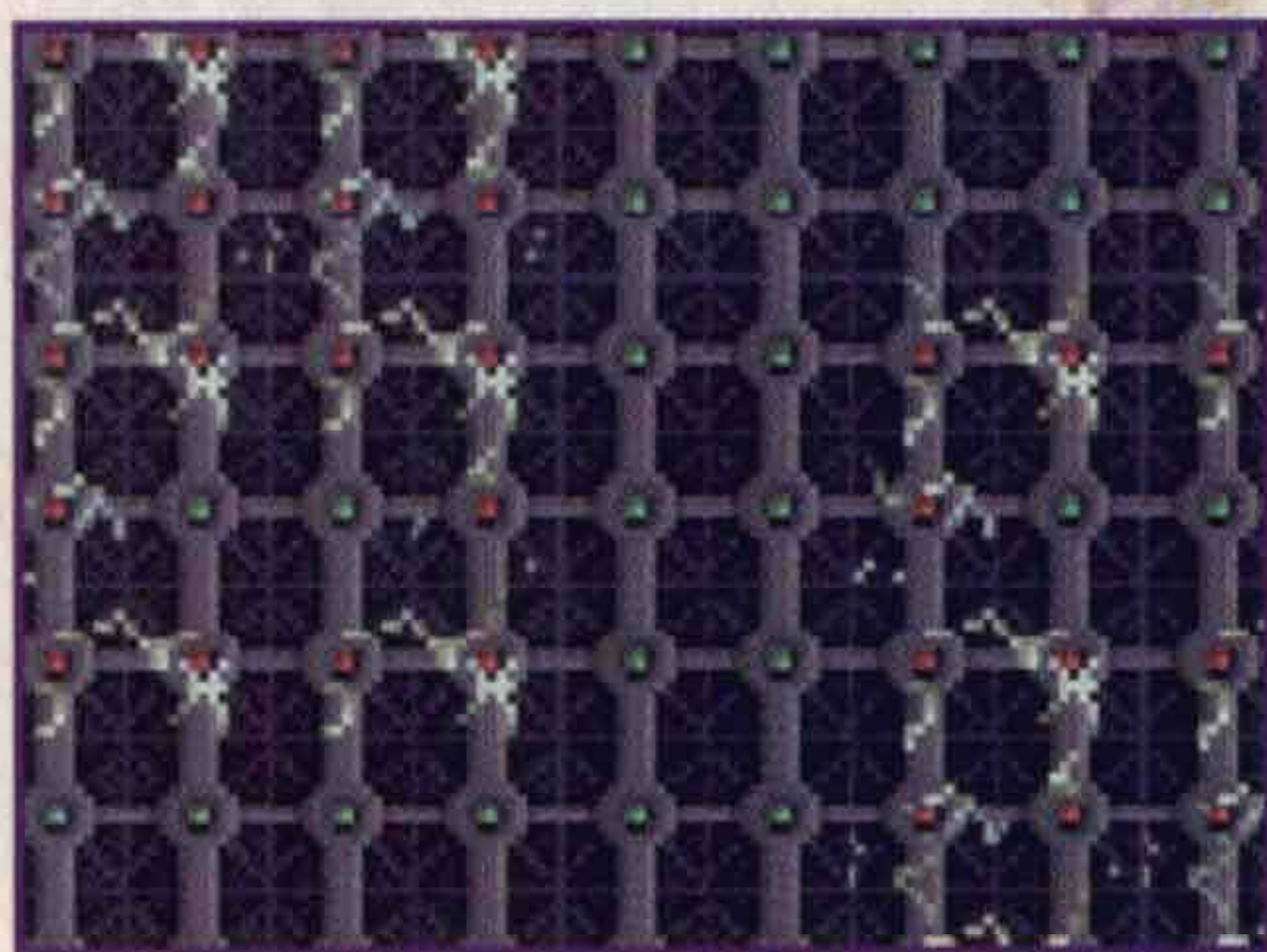


Exit and proceed through the doorway left of the hall. Continue following the yellow path to the end of the walkway (ignore the two side doors for now) and enter the room at the far end. You'll see a huge monster asleep in a room separated from you by a glass wall. It peacefully snores away, nicely intoxicated by the sleeping gas being released into its chambers. At first you're relieved not to have to fight it, and let it sleep; but someone in the party notices a Key Card in the room next to the monster. You must grab the card to see if it unlocks those electronically sealed door downstairs.

Bad luck! Turn off the sleeping gas by flipping the lever near the glass, and then pick up the Swallow Eye from the cabinet before exiting the room.

SHOCK CONTROL PANEL SETTINGS

Once you're back out in the hall, head through the doorway to the left. Inside, you'll find two Shock Panel Control Setting mechanisms. When you examine them, they ask that you align the pluses and minuses on one of three diagrams that pop onscreen. Your objective in this area is to align the pluses and minuses on each panel (there are two control panels in this room and another in the neighboring room to the right). Doing so affects the floor panels in the Shock Experiment room on the other side of the glass. Aligning the settings on the control panels correctly will allow you to pass through the Shock Experiment room without having to hotfoot it across live electricity. Set the two control panels in the room according to the following picture, pick up the Ammonia from the cabinet here, and exit.



Align the pluses and minuses on the settings to clear a path to a new area across the live electricity room on the other side of the glass.



Now head south down the hall and enter the next room. Inside, you find the third and last control panel. Refer to the screenshot to align the panel correctly. When you do so, you'll see that a path has been cleared through the Shock Experiment room. From the control panel, ascend the short flight of steps to the right and through the glass doorway. Carefully make your way across the high-voltage floor section by sticking to the cleared path.

When you get to the other side, hop on the floor plate to descend to the lower levels of Myria Station. In the new area you'll find a number of hallways branching off in different directions. Follow the first path left and exit through the door (the lower-left path leads to a chest with Skill Ink in it). Now circle around to the upper door. When you pass through, follow the hall past a doorway to the end. A chest containing Ivory Dice lies behind the wall. Now return to and enter the doorway you passed. Inside, hop the lift to emerge in a new room.

This room has only one door, and it leads straight into the chamber with the sleeping monster. Grab the Slicer from the chest near the door and take a deep breath. Head through the doorway and attempt to sneak by and grab the Key Card from the ground.

Unfortunately, Lady Luck isn't with you this time. The monster wakes up in the mood to fight!

FIGHTING CHIMERA

7,500 HP

Recommended Level: 37

Pilfered Item: Firecracker (1 in 64 chance)

Dropped Item: Icicle (1 in 64 chance)

9,000 EXP

2,000 Zenny

Suggested attack(s): Ryu, Physical, Accession; Garr, Physical, Gambit; Momo, Physical; Nina, Simoon, Iceblast; Peco, Physical; Rei, Physical
Recommended Team: Ryu, Garr, Momo

Chimera is a tough guy. Check out those hit points! Scary, huh? He's both strong and powerful (of course!). Chimera uses a full spectrum of magic, including Blizzard, Inferno, and Myollnir. It helps to have a Thunder and Fire Ring equipped on some of your guys to deal with a few of the nastier blasts.

However, the biggest problem—and the one that will cause you the most trouble—is Chimera's Paralyze ability. He casts it often, and is pretty good at getting it to stick, too. You can counter it fairly well with an accessory such as Life Sandals. Get your guys unparalyzed as quickly as possible using either the Remedy ability or a Panacea. Typically, Chimera will try to paralyze two of your party members and then take out the third using high-level magic.

As for your end of things, you'll need some high levels and must pack some serious power. Ryu does extremely well with the Flame Claw ability, and Garr whales if he's got the Beast Spear equipped. If you're lucky, Ryu can use the Bonebreak ability; Garr should try Gambit a few times. The 6,500 hit points are pretty easy to reach with two of your guys hitting for 500-plus each turn! Now that you're hitting Chimera with all your might, you'll need a way to deal with his hits. Consider placing Momo in your group so she can heal the other



characters as Ryu concentrates on attacking.

After defeating the Chimera, you can pick up Key Card B. The darn thing looks pretty useless on closer inspection, so continue your search for the real Key Card. Look over to where the Chimera was and notice the elevator floor plate. Step on it to descend to the lower floors of Myria Station.

At the bottom floor, exit the area through the door to the lower left; in the next area, you can pick up the HE Shells. You learn the HE Shells are a sort of ammo Momo can use to destroy plant life. Head south to another doorway. If you pass through, you'll find a locked door. If

you have Rei in your party, use him to pick the lock so you can pick up the Dragonhelm, the Dragon Shield, and the Giant Shield. These are incredibly important items key to surviving later fights, so if you don't have Rei in your immediate party, remember the location so you can return to get them later. For now, head back to the elevator and use it to return to the station's upper floors.

Make sure Momo is in your party. Equip her with the HE Shells, and then head back to the Main Entrance Hall. Instead of following the orange-tiled path, this time walk along the green path to reach a doorway on the upper floor. Enter and ride the escalator up to the next doorway. When you pass into the next area, you enter yet another "healing room." Milk the auto-healing powers of this room for all they're worth and return here whenever you need your AP and HP replenished. Head through the next door to enter what looks like a garden, set about with grassy knolls and trees. Welcome to the path to Eden.

REACHING EDEN

ENEMIES

Yeon
Hoppa
Plant 42
Goo King
SoulGrd
Eye Goo
Mage Goo
Puff Goo

ITEMS

Silver Tiara
Magic Shard
Protein
Dragon Spear
Ginseng
Soul Gem
Force Armor
Wisdom Fruit

You'll want to have Rei in your party to get through the next area, so have his levels up if you've neglected him to this point, so he can survive. From the entryway, you can pick up a Protein by following the stone path north. After you grab it, return to the entry point, head right, and follow the stone walkway around until you can walk on the grass. You can pick up a Magic Shard on your way north.

Find the grassy path leading left and follow it; then head south until you approach the room's lower-left corner. You should be able to walk up a small incline to get onto the stone path again. Follow the stone path all the way around to the right side of the room. Only Rei, "master of unlocking," can unlock the door there.



Use Rei's lockpicking abilities to advance farther into Eden, but make sure his levels are high enough to withstand the enemies within.

Once you enter, cross to the right, taking care to avoid the thorny spikes protruding from the large plant in the center of the room. Pass by along the far wall from the entrance. When you reach the other side of the room, pick up the Ginseng from the cabinet and exit through the next door. You'll end up back in the previous garden area. Make your way to the left side of the room, making sure to pick up the Silver Tiara from the chest behind one of the trees, to a small incline leading back onto the stone pathway.



The Silver Tiara is a staple in Momo's armored outfit, so equip her or Nina with it when you pick it up.

Follow the path to a side room and pick up the Dragon Spear from the chest in the corner. Exit the room and make your way back onto the grass. A set of stairs leads up from the grass next to the side room where you picked up the Dragon Spear. Climb them and proceed across the upper platform until you can pass through a door into a new area.

You're in a short hallway leading to an elevator. Use the elevator control box to hop onto the lift leading to Eden. The elevator ascends and drops you off in a beautiful, vast atrium stocked with chirping birds and all manner of plant life.

Your group takes a moment or two to marvel at the beauty of the new area, and then realizes all of this lush vegetation is still indoors. With its steel walls and glass ceiling, this pseudo-natural environment is a little spooky. Shrug it off and step off the elevator platform. Wander a bit and pick up the Force Armor from a chest in the lower-left section of the grass and the Soul Gem from the area to the upper right. Now find the bridge across the stream to the north.

After you cross the bridge, you startle a bird on the other side. It takes off and flies past a man standing on the opposite side of the small stream. Keeping his back turned to your group, he greets Ryu with the familiarity of an old friend. He does look familiar ... as though from a dream. When he finally turns around, you remember him as the young Brood warrior who beckons to you in dreams.



Why does this guy look so familiar??

Teepo? After the shock of seeing him wears off, you'll sense that he's changed incredibly over the years. He brushes off Rei's joy at finding him alive and insists on speaking only to Ryu.



Through a series of flashbacks, he tells Ryu how, after the big fight with Balio and Sunder, he awoke on a hillside, alone and transformed. His shock at finding that he, too, was a Brood member was overwhelming. He shares his philosophy concerning the Brood and their destructive powers, claiming that as one of the accursed Dragon race, their path is destined always to be violent, lonely, and painful. Rei interrupts Teepo and accuses him of blindly buying into Myria's portrait of a perfect world. Teepo denies this, and paints the goddess as a peace-loving deity whose only desire is to protect the earth and all its life. He tells Ryu the Brood can't coexist peacefully with any other beings because of their power and the need to control it. He insists Ryu stay with him in Eden and give up his power for the good of the world and as a promise to Myria. When Ryu refuses, Teepo tells him to look deep within himself for the true answer. The scene fades. When the lights come back on, you find yourself alone in a strange new world.

THE DREAM MAZE: A SEARCH FOR PURPOSE

ENEMIES

Vile Weed
Mad Gong
Thanatos

Teepo has placed you deep within a dream so you can learn what's deep within your heart and within the hearts of those around you. The first section of the maze is made up of a series of spotlights. You're on your own to find your way out and to fight your way through. At the initial starting point, you can replenish your HP and AP and save your game by examining the small Dragon statue nearby. Walk north along the patches of light and you'll run into Nina, who reveals that her motives for joining the group were perhaps more self-serving than she'd like to admit. She wonders if she just didn't want to feel like her mother's property anymore.



Continue along the lighted path. You'll come to an area with a Dragon statue. Study it and you'll be urged to turn back the way you came. Take its advice and backtrack to the last spotlight. You transport to a save area where Rei is hanging out. He's quietly pondering the strength and power of the Brood compared to his own weaker transformation abilities. He wonders what that type of power would feel like if he were to possess it. He fades out of the dream after realizing that, even if the Brood power were his, he wouldn't be able to control it.

Use the Dragon statue to heal yourself and save your game. Then continue north until you reach a large spotlight with two plaques on either side of a small Dragon statue. Examine the plaque on the left and a new area lights up nearby. Walk toward the chest in the newly lit area and you'll fall through an opening in the ground.

When you land, talk to the statue there. It asks if you really want what's in the chest. Reply "Yes" to pick up the Shaman's Ring from a chest left of the statue. After snagging the ring, walk all the way across the large, central patch of light to the right. Avoiding the spikes, make your way to the right into the large shaft of moving light. You transport to an area next to the save Dragon. Use it, and then return north, back to the large spotlight with two plaques. This time, read the inscription on the Dragon statue. It asks that you silently pray to be shown the exit path. Stand quietly in front of the statue long enough and a new path leading farther north will light up.



Want to know what's been weighing on everyone's minds? The Dream Maze reveals all this and more.

When you set foot on the newly lit path, Momo appears. She reveals that her motive for joining the group was just an attempt to live out the engineer's dream of discovering the origin of machines.

Her need for her father's approval persists even after his death. After she disappears, step into the spotlight north of the Dragon statue.

From this point, you can collect the goodies (Ivory Dice, Gems) from the two treasure chests on either side of the large spotlight without falling through any openings in the floor. After you pick them up, return to the new path and walk north to enter a large warp.

When you pass through the portal, you discover you're in the second section of the Dream Maze. Long, brightly lit, floating paths branching off to a series of warp points make up this new area. From the entry point, head up the left path and hop on the yellow warp. In the next area, proceed right to run into Garr.



Garr is still mulling over the Great War and wonders why the Brood never used its full power.

He talks about old issues regarding the Brood and the part he played in nearly driving them to extinction. After he fades, head north and hop onto the purple warp point. From there, head along the right path to a green warp. Enter and you'll emerge on a path where Peco awaits you.



Something is strange about this encounter: He's speaking English!

Peco encourages you to do what you think is right. Before he disappears, he tells you that, even though the Brood's power is nothing to toy with, it still can't

"save or destroy the world." Walk to the opposite end of the path and enter a large shaft of light.

When you emerge from the warp, you face off with yourself. You mull over your secret doubts about the use of the Brood's power, but the vision is false. Teepo appears and insists your friends are pathetic weaklings who'd jump at the chance to manipulate your powers to their own ends. After you refuse to give in and abandon your power, Teepo leaves you to fight your way out of the dream.

Prepare to duel Arwan!

FIGHTING ARWAN

2,400 HP

Recommended Level: 39

5,000 EXP

0 Zenny

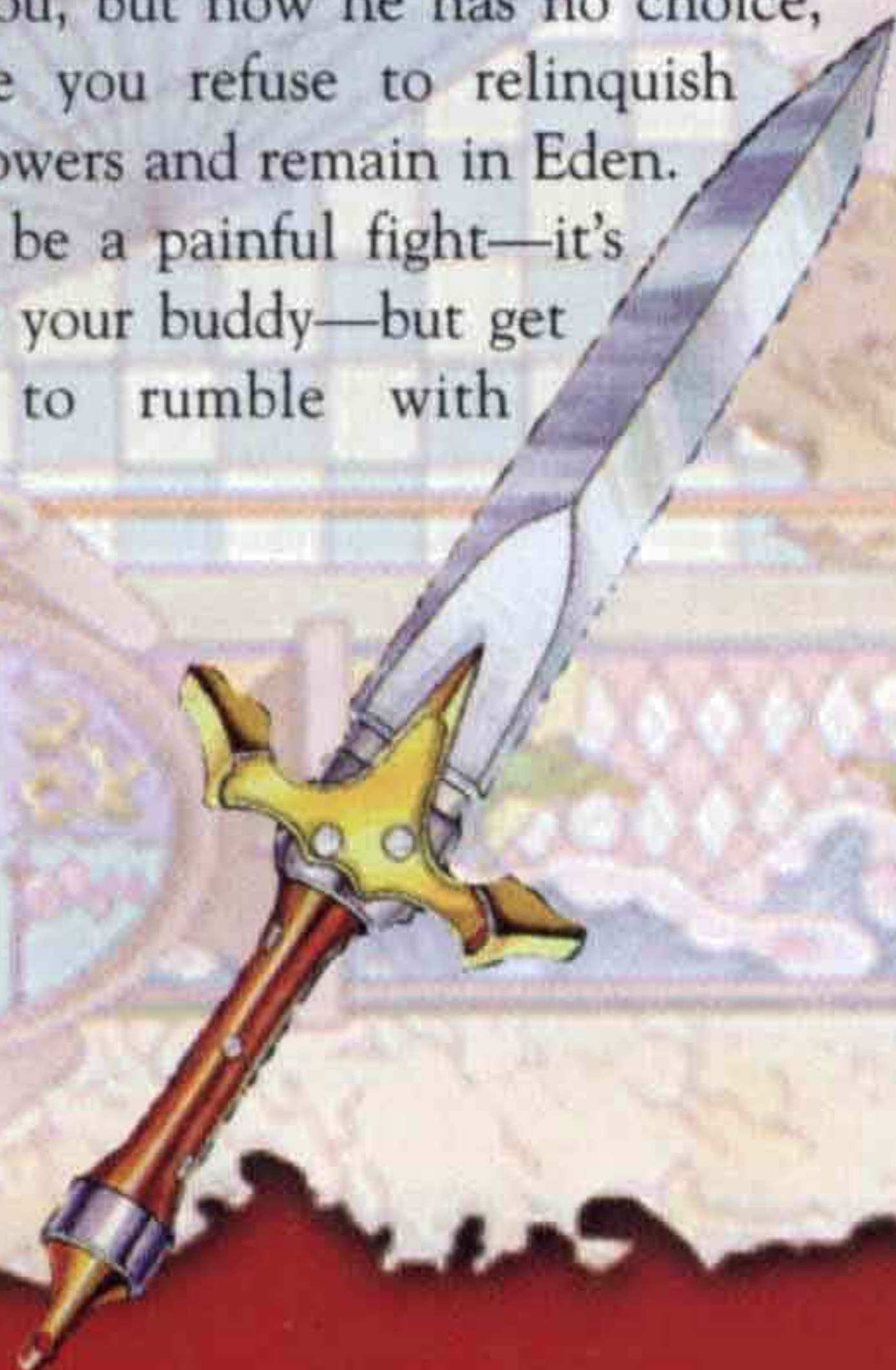
Suggested attack(s): Ryu, Accession

Recommended Team: Only Ryu fights.

Get this guy over with as soon as you can. His weakness is Holy, so try casting the Aura spell using the Force Gene for Accession and you can take him out in one hit! Doing so may cost some AP, but it's the most effective plan of attack. If you can't manage, or if you never acquired the Force Gene, you may be in for a small challenge. Arwan's main attacks are physical hits, but he throws in a Chill spell that not only damages you, but may put you to sleep, as well. If you can, use the Dream Ring to keep awake and the Ring of Ice to protect you from his Frost magic.



After you defeat Arwan, you awaken and find yourself back in Eden. Teepo is waiting for you. He asks why you fought against Arwan. Teepo doesn't want to fight you, but now he has no choice, because you refuse to relinquish your powers and remain in Eden. It will be a painful fight—it's against your buddy—but get ready to rumble with Teepo.



tip

One of the most important tricks you'll pull off in this game is stealing the Dragon Blade during the fight with Teepo. If you bring Rei with you, he can get the sword easily. If you don't, make sure someone in your party has the Steal ability learned from Master D'Lonzo. During the fight, you can swipe the weapon easily and equip Ryu with it. The sword can do 300 to 500 HP of damage against the Dragon Lord and, with the exception of the heavier Royal Sword, is probably the game's best weapon for Ryu to use for the fight! If you don't steal it, you'll get it anyway as a reward at the end of the fight, but it's best to use it during the fight to max out Ryu's physical hit damage.

He begins his transformation into the Dragon Lord! You must choose two other party members and a battle formation now, and then prepare for a long, tough fight!

FIGHTING DRAGON LORD

15,000 HP

Recommended Level: 40

Pilfered Item: Dragon Blade

Reward Item: Drgaon Blade, Dragon Armor

7,500 EXP

3,000 Zenny

Suggested attack(s): Ryu, Accession; Garr, Physical; Momo, Physical; Rei, Physical; Nina, Lightning; Peco, Physical

Recommended Team: Ryu, Garr, Momo

Man, oh man—are you in for a tough battle! The only real strategy here is speed—not speed as in who attacks first, but as in how fast you can beat him. A long, drawn-out battle is sure suicide. Get to the goal at all costs! You're up against some powerful spells, including Blizzard, Inferno, Sirocco, and Howling. Again, use the Aura ability while Ryu is under Accession. It's costly but hits consistently for more than 1,000 HP of damage each time! Do the math ... a few hits with this sucker and you'll finish the Dragon Lord in no time. Use it as often as you can, making sure to give yourself more AP when you need it. Your other party members should concentrate on staying alive, while throwing in attacks when they can.

If you don't have the AP to spare for Ryu's transformation abilities, start off with a healthy dose of Shield to raise your party's defenses. Try to equip everyone with Balance Rings, so they won't succumb to confusion and start taking each other out. Because Teepo's favorite spells are Flame-based, equip a Ring of Fire on your most vulnerable characters so they can absorb Fire attacks as HP. As with any long boss fight, you'll want to assign one person to do most of the healing and spell-casting so the other party members can keep chipping away at the beast. Most importantly, try to keep a level head and make sure you get plenty of rest before trying to beat him—you, the player, not the game characters.



After the fight, you'll receive the Dragon Blade and Dragon Armor! That's all happy and good, but Teepo's breathing his last on the grass in front of you. This tragedy is further compounded when Teepo admits his reluctance to being Brood. He never wanted to be anything but Teepo and to hang out every day with his "family," Rei and Ryu. Teepo then transforms back into a small Dragon whelp, and then fades away altogether. Rei is there to witness the whole thing. He mourns the death of his little brother, and then agrees to move on.

Notice the small piece of plastic lying on the grass where Teepo was lying. Pick it up: It's Key Card A! Hop back onto the elevator and exit Eden altogether. Return to the Main Entrance Hall of Myria Station. Before you use Key Card A, save your game, and then feel free to stock up outside and maybe even exit Caer Xhan completely to check back in with Masters or the Faerie Village. You still have a way to go, and the enemies won't get any easier, so take care of unfinished business now.

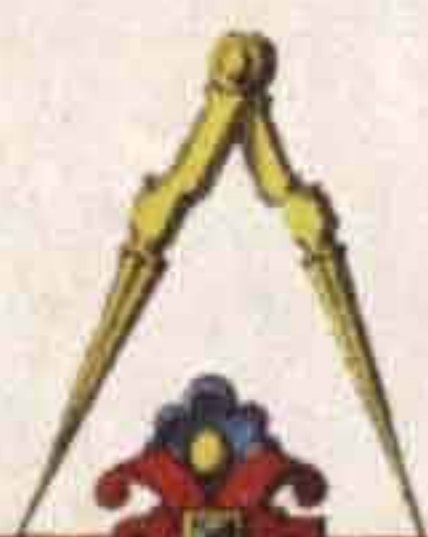
THE TRIAL ROOMS

ENEMIES

Revenant
Mistman
Nightbat
Vampire
Goo King

ITEMS

Swallow Eye
Cupid's Lyre
Moon Tears
Hourglass



tip

To do some quick leveling up in this area, wander through any number of rooms to pick fights with bosses you fought earlier in the game. You'll encounter monsters including Rocky, Stallion, Ammonites, Mikba, Giant Slug, Angler, Manmo, and others as you explore. Just remember that the save room is down the ladder in the central clearing, so if you must do any resting or saving, do it there. With the exception of Stallion, all the bosses fight and die exactly as their earlier counterparts did, but sometimes you must fight two or three forms of the same boss in one room. Stallion is a little different in that there are three of them in one room, each representing an element—Thunder, Flame, and Frost.

After tying up loose ends outside Myria Station, return to the save room on the lower level of the building. Three doors require you to use Key Card A to open them; two of these are right down the hall from the save room. Visit them and you'll meet up with a roomfull of Honey-like machines. Talk to the robot closest to the treasure chest and you learn they're actually Navigators for helping people get around Myria Station. Their ability to enter complex "Navigator codes" at certain gates is necessary to reach the core of the maze, so Honey comes in handy for the last leg of your journey. Pick up the Dragon Spear for Garr in the Navigator Room and grab the Light Bangle from the neighboring space to the right. The Light Bangle is an all-important accessory for surviving the fight with Myria, so equip it on one of the characters in your immediate party. Now return to the Main Entrance Hall of Myria Station and find the third Key Card A door on the left side of the room.

When you enter, you must navigate a series of branching hallways. Only one leads to a doorway; the others are frustrating dead ends. And the newer, tougher enemies don't make the trip any easier. As a word of caution, you'll want to use the enemies in this area as a type of yardstick: If your characters are driven to the brink of death during every enemy encounter in this hall, you'll definitely need to level up before continuing.

To find the exit to the next area, simply head straight north from the entrance and then take the path leading right. When the hall divides again, head north and then left around to a doorway.

After you step through, you'll find yourself in a small labyrinth of doorways and rooms. There are no random battles in this new area, but several rooms contain old bosses. They're all pretty much exactly the same bosses you fought earlier in the game. The difference is that there may be more than one of them in a room. Remember Rocky the giant chicken from McNeil Mansion? If you stumble into the room with Rocky in it, you must fight six of them to continue. This might not sound too scary, because you can probably take each one out with one good hit, but other rooms will require you to fight two Mikbas or three Stallions (each with new abilities). Now *that's* scary.



Your objective in this area is to reach the save room in the center. There's a Cupid's Lyre and some beds in the save room, as well.

All paths eventually dump you into the center area; it all depends on which gets you there the fastest and with the least amount of fighting. You must fight at least two bosses, but that's better than duking it out with them all in a row, if you know the route to the save room. To do this, from the entrance, head through the north door. Inside, take the door to the upper right and then proceed through the doorway with the green light above it. You'll have to fight two Giant Slugs, but they probably aren't as tough as you remember. If you need help defeating them, refer to the Giant Slug boss strategy from the "Looking for Teepo and Rei" section of the walkthrough. Once they've been properly slimed, climb the ladder on the far side of the room and head through the right-hand doorway.

You must fight the Ammonites again in this room, but you'll marvel over how easy they are now that you've come so far in the game. If they give you problems, refer to the Black Ship section of "Ship Repairs and Sailing the Outer Sea" section in the walkthrough.



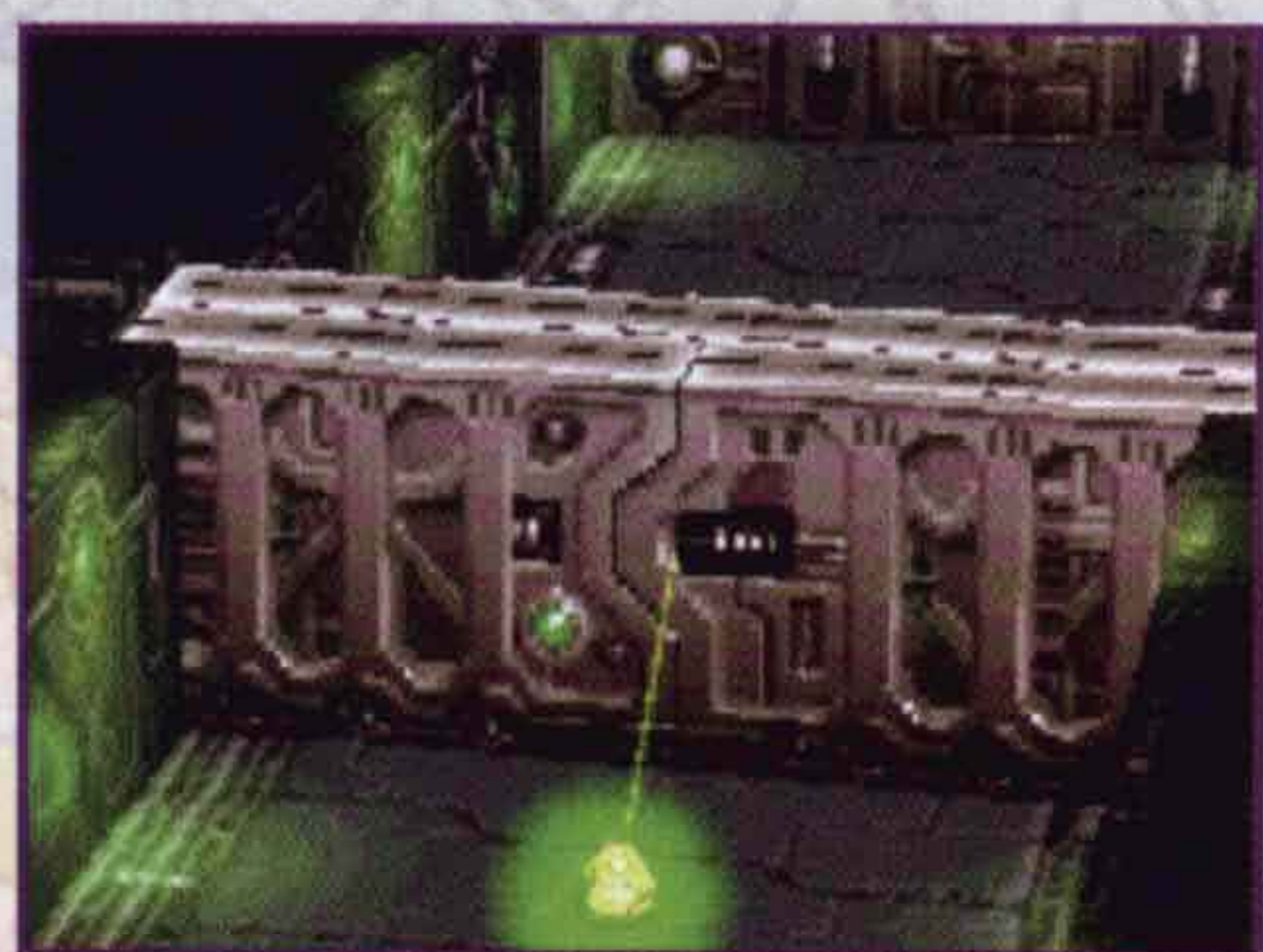
note

There's a 1 in 128 chance of stealing a Ring of Fire from the dodo and a 1 in 256 chance it will drop a Dragonfang. There's a 1 in 8 chance of stealing a Life Shard from the Stallions, and each has a 1 in 64 chance of dropping a ring that relates to its element—a Ring of Fire, Ring of Ice, or Thunder Ring.

Now you're free to head through the north door—to the center area. The save/rest room lies at the bottom of the ladder in the middle of the floor. Check the small alley to the south, between the walls of two rooms, to pick up the Swallow Eye before you descend.

In the save room, pass through the doorway left of the ladder leading to the room's roof. Inside the left doorway, you'll find a few beds to rest in and a treasure chest containing a Cupid's Lyre.

Use this room fully before descending the small ladder in its center. When you do, Honey takes off and disappears down the path. Follow her and make your way south to the corner. You'll catch Honey in the act of doing what she was meant to do all along—unlock doors by entering Navigator codes.



Honey's not just for chasing Peco anymore. She's Myria's mechanical servant.

When the large gate slides open, walk through to the right. Before you can get through, though, a fuzzy screen pops up along the path informing you that a "library mode" has been activated in the station. Huh? Don't try to figure it out now. Just hop onto the elevator at the end of the hall and begin your long descent deep into the heart of Myria Station.



tip

Walk, don't dash, through this last hallway and you might be lucky enough to avoid running into enemies. You don't want to waste any HP or AP fighting, because this is the final area of the maze containing random battles. Have someone equip the Holy Mantle just to make it into the next room so you won't have to fight.

note

To avoid ruining the joy of the endgame, we'll quietly refrain from providing you with spoilers about your meeting with Myria. A long cutscene of you, the goddess, and her attendants awaits you, so hang on every word of your upcoming conversations to learn answers to the game's heretofore unanswered questions.

THE FINALE

ENEMIES

Revenant
MistMan
Vampire
Nightbat
Goo King

When the elevator finally makes it to the lowest level, you emerge in the last leg of your long journey. The hallway lights up as you enter. Make your way across the hall and talk to the Myria attendant waiting for you. She asks that you take the time to talk to the library attendants in the next room. Exit the hall and you'll find yourself in a large, high-tech area. Take care to find and talk to all the attendants in various areas of the room; they give you more information on Myria's mission for the world. Make your way around the circumference of the room. When you finally reach a small moving plate, make sure you're packing the right equipment and items in your inventory. This is the last point in the game where you'll be free to return to save, stock up, or take care of outside business. Do so if you need to.

Now hop on the moving plate to go to a center platform and meet with Myria! A lengthy, involved cutscene ensues. Once Myria alights on the platform, you must talk to everyone in your party. Then talk to Myria again. You must choose between giving up the power of the Brood so the world will go on as it always has, or believing in your friends and the power of your race.



Myria gives you the ultimate choice: The world or your power?



Make your choice, and, depending upon which you choose, you'll head down a different path to one of two endings.

If you select "Choose your own path," make sure you have your fighting gloves on, because Myria won't give in that easily! Time to take on the goddess!

FIGHTING MYRIA

20,000 HP

Recommended Level: 42

Pilfered item: Napalm (1 in 128 chance)

Suggested attack(s): Ryu, Accession; Garr, Physical; Momo, Physical; Nina, Magic ability; Peco, Physical; Rei, Physical

Recommended Team: Ryu, Garr, Momo

Wow! You've made it to the final boss. Now, do you have what it takes to go all the way? You just might.

Myria can easily be the game's most frustrating boss, and rightfully so: She is the almighty goddess! However, the right equipment can make this fight a lot less painful. Definitely equip as many of your guys as you can with Balance Rings; throw in the Light Bangle, Life Sandals, and Ring of Fire, as well. Ideally, everyone should have a Balance Ring or Light Bangle and one other item.

Myria is big on status attacks and that can easily be your undoing. Her Venom spell alone can Blind, Confuse, and Poison you in one hit! And her Evil Eye spell casts randomly to paralyze one of your party members. She has no weakness to any particular elemental spell, because she's the one who'll cast Inferno, Blizzard, Sirocco, and Myollnir. If you have Ryu's Dragon Armor, Dragon Helm, and Dragon Shield equipped, neither Sirocco nor Inferno can damage him. Garr naturally will take no damage from Inferno and minimal damage from Sirocco. Equip the Fire Ring on any other party characters; they will bear the brunt of each Fire spell. Might as well have them absorb Inferno as HP!

Pack a lot of Panaceas, Antidotes, Whales, and Moon Tears. Any item that replenishes your entire party's HP is a good thing; if they cure status, too, then you're set. I hope you've saved enough Wisdom Fruits and Wisdom Seeds to keep AP levels high for healing and possibly Accession. If not, you must rely on lots of items to do the healing for you. This is a long fight, so make sure you're stocked to the limit.

The best way to defeat Myria is to throw everything out there. *Don't hold back*, and if you've got it, use it. The strategy you used with the Dragon Lord can be very effective here, as well. The Aura spell from the Force Gene is phenomenal; hopefully, you'll have enough Wisdom Fruits to see it through. If not, don't worry; you can defeat Myria in other ways. It just takes longer.

Physical attacks work best in most situations, so bring your strongest character other than Ryu. Always begin the round by casting your assist spells, such as Shield and Might. Use Momo to cast Might on your physical hitters, like Ryu, Rei, or Garr. You might also want to use her to provide backup for Heal and Restore status spells on your characters while Ryu concentrates on attacking. Whittle away at Myria, making sure to keep your health high.

Halfway through the fight, Myria begins casting Holocaust, so keep a very close eye on your HP when she does. There's no real protection against it, and the routine amount of damage you take is 80 to 125 HP per character! Make sure your HP is constantly at MAX level to avoid quick death from Holocaust.

This battle comes down to having the right ingredients—good equipment and enough AP and items to heal you up when necessary. If you've got them, you'll be fine. If not, what are you reading this for? Go back in there and get them!



After you manage to defeat Myria, save your game after the closing credits so you can view the alternative ending. Give yourself a hearty pat on the back for saving the world and finishing the game! Congratulations.

SECRETS AND LISTS

MASTERS AND APPRENTICES

You'll run into Masters at various locations on the world map. When you agree to apprentice with one, you'll learn a wide variety of spells and abilities. While you remain under a Master's tutelage, you'll take on their characteristics as you gain levels, which can benefit your characters. Use this feature as much as you can to fully experience all the game has to offer.

HOW THE MASTER SYSTEM WORKS

To apprentice under a Master, you first must find one. This can be tricky, but once someone asks if you'd like to learn from them, you can assign any character in your immediate party to apprentice with that person. When you do, the number of levels you gain while apprenticing with a Master affects the spells or abilities they can teach you.

When you sign on with a Master, you must check in with them continually. If you reach the significant number of levels necessary to acquire a new skill, the Master will grant you his or her wisdom and your character can use the new skill during battle by accessing the skill inventory on the Ability screen. The skills you learn from Masters are also available for sharing through the use of Skill Ink when setting up camp on the world map. By opting to change Skill Notes, you can swap and exchange these learned skills between party members. So, if Rei learns Steal from D'Lonzo, he can give that skill to someone else, since he already has the natural ability to Pilfer. You can also check on the stats of each Master you meet during the game by choosing to view the Master List in camp. A star next to a Master's name on the list tells you you've mastered all the skills you can learn from them. To discontinue your apprenticeship with any Master, either return to them and choose to resign or simply sign up with another Master. Doing this automatically cancels any alignments you may have with other Masters and begins your apprenticeship with the new Master.

Each Master has up to five abilities, formations, or items to share. When you've learned everything a certain Master has to teach, you may continue apprenticing with him or her or you can resign. This is important if you want to continue using their stats to complement a character's own stat-gaining abilities. If you find a good partnership for a character, stick with it after you've checked around with other Masters. For example, if you feel Nina's AP needs increasing, stick her with someone who will help her gain more AP per level, such as Emitai. Note that she won't gain as much Power with him as she would on her own. Striking a good balance is key to customizing your characters' stats.

The customizing feature Masters provide is key to making your journey through the game smoother and a lot more fun. A Master who emphasizes the use of magic is good to pair up with—say, Momo, who needs a lot of AP to provide healing backup for Ryu during a long battle. The same may apply to someone like Garr, who depends on Power and Defense to survive. If you apprentice him to someone who teaches a lot of strong physical skills that cause a lot of damage, you're set. Keep him under that Master's watchful eye, and you're sure to build up his HP and Power to phenomenal levels, depending on that Master's stats. Try to find every Master to give yourself an unlimited range of choices for apprenticeship.

bonus

For additional info, visit Prima and Capcom's *Breath of Fire III* mini-site on the Web at www.primagames.com/bof3.





THE MASTER LIST

BUNYAN

Place: Hut in Cedar Woods (Yraall Region)

Requirements: None

A multifaceted chap, Bunyan the woodsman is available as a Master after you make it to Mount Mynerg after the presumed death of Rei and Teepo. The skills he teaches and the stats he affects when gaining levels are more suited to a physical fighter than a magic caster, so have Ryu or Garr sign up with him.

BUNYAN'S SKILLS

SKILL	LEVEL REQUIREMENT
Risky Blow	2
Focus	5
Super Combo	8
Disembowel	10

BUNYAN'S ATTRIBUTES

STATISTIC	EFFECT
HP	+2
AP	-2
Power	+2
Defense	+1
Agility	0
Intelligence	-2

MYGAS

Place: [?] location near Cedar Woods (Yraall Region)

Requirements: Donation of all your Zenny, even if the amount is zero

Mygas openly claims to be a wandering wizard, making him an obvious choice for a magic-caster's Master. You may visit him after the Yggdrasil tree near Cedar Woods is chopped down. When you sign up with him, your counterattack rate and apprentice's rate of dodging and focus during battle increase. He's a good choice for Nina.



MYGAS'S SKILLS

SKILL	LEVEL REQUIREMENT
Frost	1 level
Meditation	4
Magic Ball	6
Typhoon	8

MYGAS' ATTRIBUTES

STATISTIC	EFFECT
HP	0
AP	+1
Power	-1
Defense	-1
Agility	0
Intelligence	+2



D'LONZO

Place: Coffee Shop, at the top of the hill behind the building (Eastern Wyndia)

Requirements: 15 different weapons in inventory

D'Lonzo is custom-made for someone who needs a little boost in accuracy (hint, hint—Momo). Her emphasis on skills such as Steal is important if you plan on leaving Rei out of your permanent party. After you sign on with her, you'll have a head start in areas such as dodging and accuracy. For some reason, though, Rei seems to benefit most from apprenticing with D'Lonzo (his agility shoots sky-high under her tutelage).

D'LONZO'S SKILLS

SKILL	LEVEL REQUIREMENT
Monopolize	2
Intimidate	3
Steal	4

D'LONZO'S ATTRIBUTES

STATISTIC	EFFECT
HP	-1
AP	-2
Power	+1
Defense	0
Agility	+1
Intelligence	0

Note: Agility Up

DURANDAL

Place: ? location behind Wyndia in a small hut (Central Wyndia)

Requirements: None

Durandal is sort of an oddity among Masters. None of the skills he teaches do any damage in battle, and he has nothing to boost your stats when gaining levels. You'll want to sign on with him only if you plan to apprentice with Hondara at Urkan Tapa. You must acquire the Backhand skill before Hondara will even talk to you. Other than that, Durandal can keep his nonlethal fighting skills to himself.

DURANDAL'S SKILLS

SKILL	LEVEL REQUIREMENT
Unmotivate	1
Feign Swing	2
Backhand	3

DURANDAL'S ATTRIBUTES

STATISTIC	EFFECT
HP	0
AP	0
Power	0
Defense	0
Agility	0
Intelligence	0





YGGDRASIL

Place: [?] location in forest directly east of the Plant (Eastern Wyndia)

Requirements: Peco must speak to him; you must give him a Wisdom Fruit

The knowledge this tree of wisdom imparts can be really useful in some of the tough boss fights. The Sanctuary skill can dispel all support magic an enemy may use—as well as that of your party. Needless to say, with its emphasis on Intelligence, Yggdrasil is a shoo-in for a character that requires no physical hits to do the most damage. Once you sign on, however, be aware that the apprenticed character will be extremely vulnerable to Flame attacks, so equip him or her with something such as a Ring of Fire so you can reverse any flame attacks.

YGGDRASIL'S SKILLS

SKILL	LEVEL REQUIREMENT
Sanctuary	2
Recall	5
Shield	8

YGGDRASIL'S ATTRIBUTES

STATISTIC	EFFECT
HP	-1
AP	+1
Power	-2
Defense	+1
Agility	0
Intelligence	+2

Note: Weak vs. Flame attacks



MERYLEEP

Place: [?] location in mysterious forest west of Checkpoint (Eastern Wyndia)

Requirements: You must have Peco in your party and must have visited the Faerie Realm.

Have Peco bash a rock into the pond in the forest. Meryleep will appear and ask that you fetch the Flower Jewel from a crow that stole it from her. Head to the ? location slightly west of Maekyss Gorge and have Peco bash the tree outside the River Gang's tent. A crow on top will drop the Flower Jewel for you.

The benefits of apprenticing with Meryleep are increased agility and a boost in the apprenticed character's dodging rate. You may want to have Rei deal with her, because her Charm skill works well when trying to steal items or get enemies to drop items at the end of a fight.

MERYLEEP'S SKILLS

SKILL	LEVEL REQUIREMENT
Charm	2
Shadowwalk	5
War Shout	8

MERYLEEP'S ATTRIBUTES

STATISTIC	EFFECT
HP	-1
AP	0
Power	-1
Defense	-1
Agility	+2
Intelligence	0



GIOTTO

Place: [?] location on beach south of Rhapala bridge (Rhapala Region)
Requirements: Rodmaster status or higher in fishing

Although your Power and Defense are less easily gained while you apprentice under Giotto the wacky fishman, your HP and AP shoot sky-high. Good characters to sign up with him include Peco or Rei, who don't necessarily rely on their power to get through every battle. With increased HP and AP, they can concentrate on Defense and Power after they master what Giotto teaches.

GIOTTO'S SKILLS

SKILL	LEVEL REQUIREMENT
Trump	2
Berserk	5
Death	8

GIOTTO'S ATTRIBUTES

STATISTIC	EFFECT
HP	+4
AP	+3
Power	-1
Defense	-1
Agility	-1
Intelligence	-1

HONDARA

Place: Urkan Tapa temple (Urkan Region)
Requirements: You must master Durandal's Backhand technique before Hondara will allow you to apprentice with him.

Nina is a given to apprentice with Hondara, because his emphasis on AP gain and Intelligence allows her to increase her spellcasting power. The decrease in Power is good for someone like Nina, as well, because she doesn't rely on physical hits to get through a battle. Hondara's skills focus mainly on healing and status restoring, so make sure the person who signs up with Hondara needs these types of skills in their inventory. Apprenticing with him also greatly increases your holy properties, so any fights with the undead are a cinch, and your resistance to death attacks toughens up.

HONDARA'S SKILLS

SKILL	LEVEL REQUIREMENT
Purify	2
Kyrie	5
Benediction	8

HONDARA'S ATTRIBUTES

STATISTIC	EFFECT
HP	0
AP	+2
Power	-2
Defense	0
Agility	0
Intelligence	+1
Note: Holy Property Up	



FAHL

Place: Pub in Arena

Requirements: You must fight and win at least 30 battles in a row without resting before you can sign up with Fahl.

Because all the skills Fahl teaches are either Defense-based or physical, it's best to have someone like Garr sign up with him. Fahl's statistics emphasize strength and Power, so the downside is a greatly lowered gain in Intelligence and speed. That just smells like Garr, doesn't it? He's already slow and doesn't gain a whit in AP, so why not have him learn stuff like Counter and Resist? Garr's hefty HP count also helps, because dodging rate decreases under Fahl's tutelage, as well.

FAHL'S SKILLS

SKILL	LEVEL REQUIREMENT
Charge	2
Counter	4
Resist	6

FAHL'S ATTRIBUTES

STATISTIC	EFFECT
HP	+4
AP	0
Power	+1
Defense	+3
Agility	-3
Intelligence	-3



EMITAI

Place: [?] location south of Dauna Mine

Requirements: 10,000 Zenny

Stumbling on Emitai in the Dauna Region after emerging from the mine is a small treat. Not only do you discover that he's flat broke, but you also get to listen to his wife chew him out. If you're up to contributing 10,000 Zenny to help Emitai pay his mortgage, go for it. He's best paired with Nina or Momo, because you'll lose in Power and Defense, but the benefits of greatly increased AP and Intelligence is perfect for characters who rely on magic and spells to win the battle. And you'll need a lot of Intelligence to make skills such as Mind Sword do any significant damage.

EMITAI'S SKILLS

SKILL	LEVEL REQUIREMENT
Barrier	2
Mind Sword	4
Enlighten	6

EMITAI'S ATTRIBUTES

STATISTIC	EFFECT
HP	0
AP	+4
Power	-2
Defense	-2
Agility	0
Intelligence	+4

LEE

Place: Wyndia City, behind wall at Checkpoint

Requirements: Play hide-and-seek with the four teens in Wyndia. Find them, and then return to Wyndia to apprentice with Lee.

Lee, like Bais, instructs apprentices in Battle Formations rather than skills. Studying under her raises your Intelligence slightly, but the real joy comes after you gain three levels and receive the Magic Formation for your collection. When chosen for battle, the Magic Formation greatly increases the magical power of the character in the third position.

LEE'S REWARD

SKILL	LEVEL REQUIREMENT
Magic Formation	3

LEE'S ATTRIBUTES

STATISTIC	EFFECT
HP	0
AP	0
Power	0
Defense	0
Agility	0
Intelligence	+1

WYNN

Place: Wyndia City, behind house in Junk Town

Requirements: Play hide-and-seek with the four teens in Wyndia. Find them, and then return to Wyndia to apprentice with Wynn.

Wynn teaches you yet another Battle Formation, but this one is super cool. If you gain three or more levels while apprenticing with her, she'll teach you the HP Formation, which replenishes a fraction of all characters' HP in battle every turn. This is especially helpful during grueling boss fights.

WYNN'S REWARD

SKILL	LEVEL REQUIREMENT
HP Formation	3

WYNN'S ATTRIBUTES

STATISTIC	EFFECT
HP	+1
AP	0
Power	0
Defense	0
Agility	0
Intelligence	0



HACHIO

Place: Kitchen of Wyndia Castle (Central Wyndia)

Requirements: Swallow Eye, Beef Jerky, Angler, Martian Squid

Hachio is another Master who seems best-suited to those in your party who rely on weapon-based attacks rather than magic or abilities. He allows you to learn from him after you managed to activate the Port Drives and collect all of the ingredients for his dish. You may get a kick out of the skills this master chef teaches you, because they translate as easily to cooking as they do for fighting. Under his watchful eye, your rate of critical hits increases, something Garr and Ryu can really benefit from.

HACHIO'S SKILLS

SKILL	LEVEL REQUIREMENT
Mighty Chop	2
Demonsbane	4

HACHIO'S ATTRIBUTES

STATISTIC	EFFECT
HP	+2
AP	-2
Power	+2
Defense	+1
Agility	-1
Intelligence	-1



DEIS

Place: Cave of Ages in Mount Zublo (Rhapala Region)

Requirements: Beyond being polite and answering "I like you better this way" when you meet her at Mount Zublo, you must bring Ryu to enter the room beyond the tablet.

Deis is a tough Master. If you apprentice with her, you'll have a hard time gaining HP and Defense, but the payoff will be the host of killer skills you acquire after you meet the required levels. Either Nina or Momo can really stand to gain the best spells in the game by apprenticing with Deis. Just make sure you've acquired a significant amount of HP before signing up, so you won't hurt too badly when you gain a level and notice you're only tacking on 1 HP per level. The discipline pays off once you learn spells like Blizzard and Celerity!

DEIS'S SKILLS

SKILL	LEVEL REQUIREMENT
Inferno	2
Blizzard	5
Myollnir	8
Sirocco	11
Celerity	15

DEIS'S ATTRIBUTES

STATISTIC	EFFECT
HP	-3
AP	+3
Power	+1
Defense	-3
Agility	+1
Intelligence	+3



LADON, KING OF DRAGONS

Place: Wall relief directly above Port Drive in Dragonier (Lost Shore)

Requirements: You must have all 18 Genes; only Ryu can summon Ladon from the wall space.

Ladon seems custom-made for a character such as Ryu, because your flame resistance and resistance to death attacks and status changes greatly increase. The only drawback is that your HP and AP suffer when you gain levels. And levels are about the only thing you'll gain, because you'll lose six points in HP and AP when you go up a level. Make sure the apprenticed character has a healthy amount of both before taking Ladon on. He's a lot like Deis in that apprenticing with him is tough, but you're well-rewarded with one-of-a-kind spells and high point gains in all other areas.

LADON'S SKILLS

SKILL	LEVEL REQUIREMENT
Mind's Eye	3
Holy Strike	5
Ward of Light	7
Aura Smash	9

LADON'S ATTRIBUTES

STATISTIC	EFFECT
HP	-6
AP	-6
Power	+2
Defense	+2
Agility	+1
Intelligence	+1



GO FISH!



Throughout the game, you'll have the option to do a little fishing. With the exception of fishing for Mackerel near Maekyss Gorge, this subgame is completely optional: You don't have to participate to get through the game. But if you want to optimize your items list or grab a few helpful healing items without having to pay for them at a shop, fishing may be something you want to master.

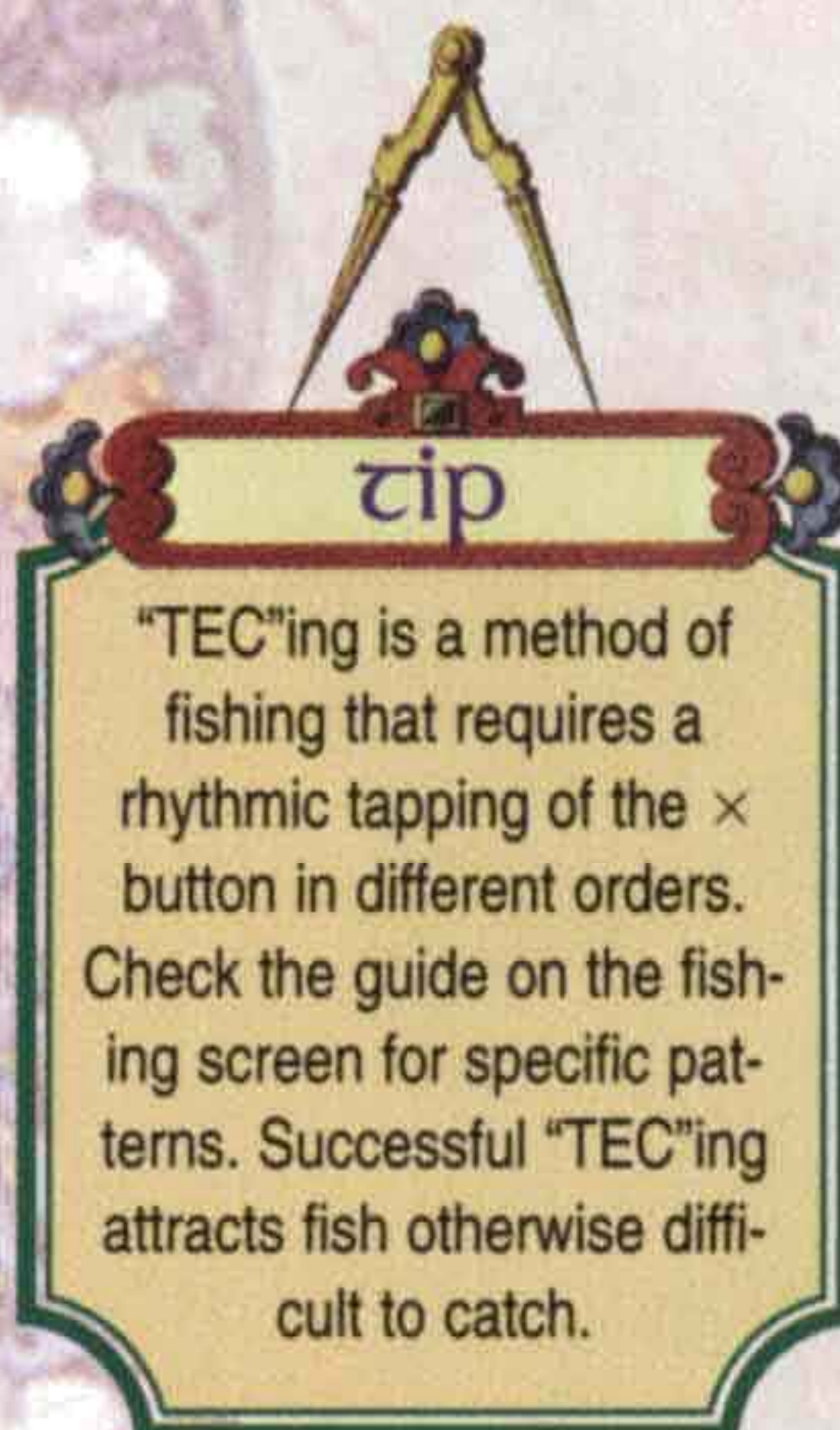
A few things you can obtain by fishing will increase your chances for survival greatly, including the Royal Sword, Cupid's Lyre, and Whales, which work like Moon Tears and restore your entire party's HP and status. You can also fulfill requirements for one of the Masters in the game by reaching a higher fishing class. Take a little time out to indulge in fishing and your efforts will be greatly rewarded!



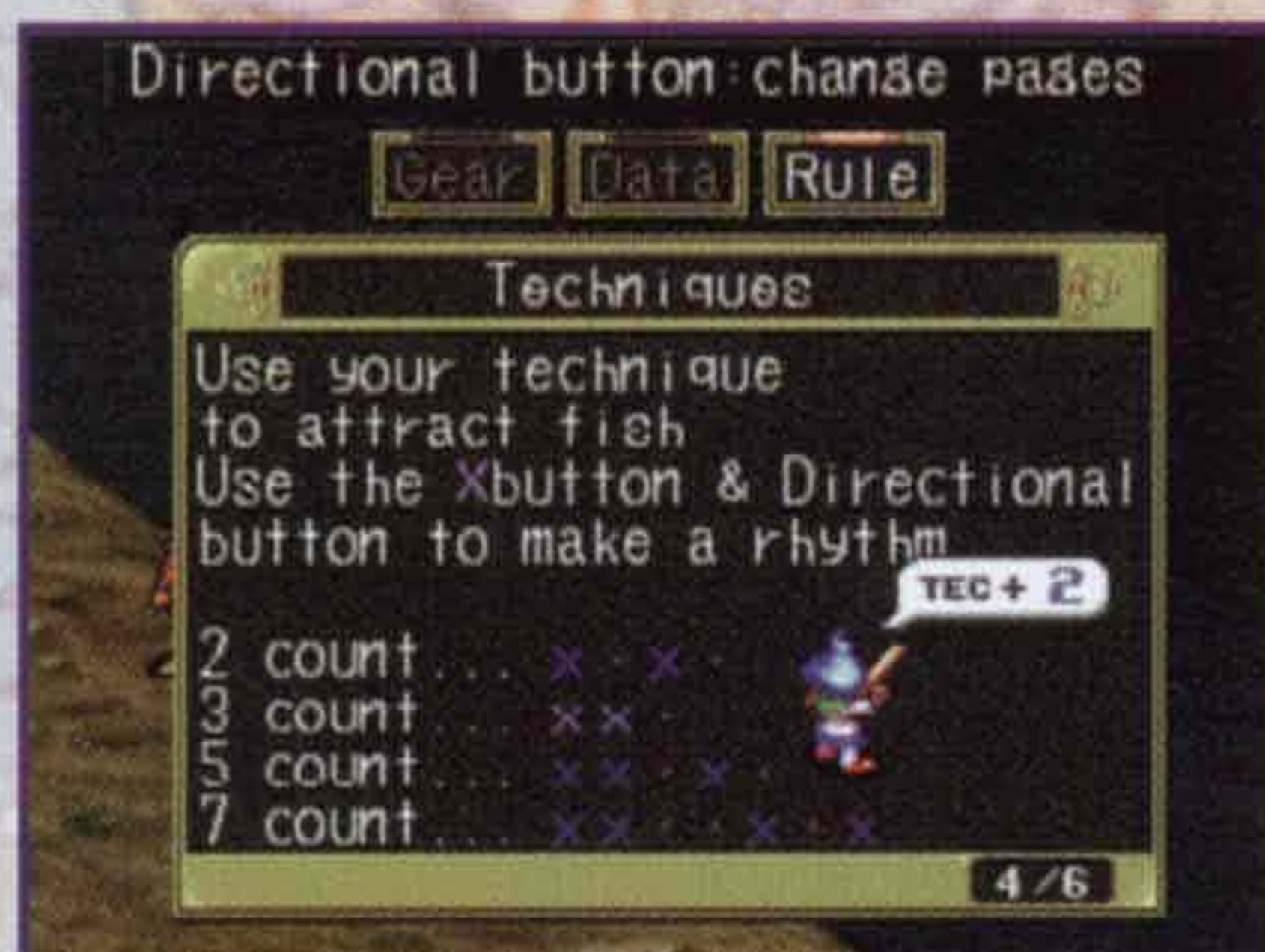
HANDY TECHNIQUES

You start the game with little more than a Wooden Rod and the most basic bait, such as Worms and Sinkers. This hinders your chances of hunting some of the stronger, more advanced denizens of the deep, but the fish in the earlier Fishing Spots aren't picky about bait and are easier to reel in. Throughout the game, you'll acquire sturdier rods, as well as a greater variety of bait. Work on your techniques as much as you can to prepare yourself for the bigger, faster fish that await you in later areas.

The most basic tip for success in fishing is to learn the controls and the interface on the fishing screen. Once you enter a Fishing Spot, the "Rule Book" option in the fishing menu details the fundamentals of catching fish and even provides you with a few techniques to attract them to your bait. The main thing to keep in mind is that, no matter how much technique you employ in fishing, nothing beats having the right bait equipped on your rod. For example, a Worm won't lure a Spearfish; you must have a Deep Diver, no matter how sophisticated you become in "tapping the line." It's all about the correct bait.



REELING FISH IN



Check out the hot fishing action!



To lure a fish in, try dragging the lure over the shadow of the fish underwater. If you have the right bait and it's at the proper depth, the fish most likely will go for it. Once you've hooked a fish, begin pressing $\times$ to reel it in. Use the D-pad to control the green bar on the small fishing meter at the bottom of the screen. Try to keep the fish on the left side of the green bar to prevent it from breaking away with your line and lure.

Some fish are quite a challenge to reel in. When a fish makes a break to the right end of the fishing meter, direct the green bar over the fish and tap the D-pad to the right while continuing to hold down the $\times$ button. Avoid letting the bar slip past the fish and turn red. If the bar is out of range of the fish for too long, you'll end up losing your bait due to a broken line. Always keep the fish in the range of the meter bar. If the fish continues to swim away, tap the $\times$ button while keeping the bar over it in the meter. Wait for the fish to jump out of the water, and then quickly hold down the $\times$ button to reel it in. This is a fairly solid way to wait for a slack in the line, and then tighten it up when the fish pops out of the water. Once you've dragged it back so the distance meter reads '0,' that fish is all yours!

Just keep in mind that, for tougher fish, it's best to keep your eye on the fishing meter at all times. Keep the $\times$ button pressed and then simply use the D-pad to follow the fish around the meter. Wait for some slack in the line, and then close in for the killer pull and reel that sucker in.

HUNTING NEW FISH

It only makes sense to study the shapes of the fish shadows. Learn to tell which fish is which not only by reading the Fishing Spot description on the world map, but also by becoming familiar with the size and appearance of each fish. Some of the more elusive fish hide deep underwater and are more difficult to spot, but look for the patterns on the water's surface indicating disturbances underneath. You may be able to just make out the shape of a large fish swimming far out in the deeper sections of the water. This is the only way to decipher where to toss and drag your bait when hunting fish such as the Spearfish or Barandy.

THE FISH LIST

There are two ways to increase your rank in fishing. You can catch new fish, which will set records in your Data Book, or you can break previous size records of the fish you've already caught. The bigger the fish, the more points you'll receive that then accrue to your total fishing points. The highest rank for a fisherman is "THE FISH," awarded to those who reach above 9,500 in fishing. Once you achieve the level of "THE FISH," you'll gain two rare items—the Ding Frog and the Master's Rod.

Here's a list of the fish you can catch and have placed in the Data Book.

FISH DATA BOOK

NUMBER IN DATA BOOK	NAME	DESCRIPTION	ITEM USE	PREFERRED BAIT
1	Jellyfish	Creature that floats and is easy to catch	Restores 1 HP	Any
2	Piranha	Aggressively hunts in packs	Restores 20 HP	Any
3	Puffer	Like a blowfish, but has no poison	Flame attack vs. one enemy	Old Popper, Popper, Float, Top, Hanger, Dogwalker
4	Trout	River fish, likes Worms and small fish	Restores 40 HP	Any
5	Rainbow Trout	River fish, lives in deep water	Restores 5 HP	Worm, Spirit, Caro, Heavy Caro
6	Red Catfish	Catfish with red fins, likes to eat frogs	Earthquake vs. all enemies	Frog, Baby Frog, Fat Frog
7	Bass	Strong fish, goes for any lure	Restores 80 HP	Any
8	Martian Squid	Lives in fresh water, likes Worms	Induces blindness in one enemy	Worm, Spirit, Caro, Heavy Caro
9	Black Bass	Rarely seen large bass	Restores 80 HP to party members	Worm, Spirit, Caro, Heavy Caro
10	Barandy	Legendary fish named after a king	Restores 240 HP to all party members	Baby Frog, Frog, Fat Frog
11	Man-o'-War	Large jellyfish, not a good catch	Restores 1 HP	Any
12	Flying Fish	Small fish that lives in shallows	Restores 20 HP	Old Popper, Popper, Float
13	Blowfish	Aggressive fish, goes for any lure	Cures poison in party members	Any
14	Sea Bream	Deepwater fish, likes small fish	Restores 5 AP	Spirit, Caro, Heavy Caro
15	Sea Bass	Large sea fish, goes for any lure	Restores 80 HP	Any
16	Black Porgy	Deepwater fish, difficult to catch	Restores 20 AP	Frog, Fat Frog
17	Octopus	Deepwater dweller, tastes good fried	Induces blindness in one target	Worm, Spirit, Caro, Heavy Caro
18	Angler	Deepwater fish, hunts small fish	Earthquake vs. all enemies	Sinker, Deep Diver
19	Devilfish	Octopus with Electric attack	Electric attack vs. one enemy	Worm, Spirit, Caro, Heavy Caro
20	Spearfish	King of the seas, powerful fish	Restores 240 HP to all party members	Deep Diver that likes small fish
21	Whale	Large ocean-dwelling mammal	Restores all members' HP and status	Deep Diver
22	Mackerel	River fish, local favorite in Wyndia	Used for Shisu	Worm, Spirit
23	Manillo	Merchant who travels the world's seas	Merchant	Coin



FISHING SPOT INVENTORY



You can only catch rare fish in some fishing spots.

When you pass over a Fishing Spot on the world map, you'll get the option to check out what kind of fish are available in that area. When the list of target fish scrolls onto the screen, notice the question marks in some of the slots. These are placeholders for the types of fish you have yet to catch. Once you do catch a specific fish type, the question marks are replaced with the name of the fish at all the Fishing Spots on the world map that contain that type of animal.

Some fish are much harder than others to catch. Some may be available only at certain Fishing Spots. Check the list below to discover the what and where of which fish can be caught at which Fishing Spots. It will come in handy when you're trying to track down the elusive Barandy or Whale, each found in only one Fishing Spot.

FISHING SPOT INVENTORY

LOCATION	FISH TYPES
W of McNeil Farm	Piranha, Puffer, Trout, Manillo
W of McNeil Village	Jellyfish, Piranha, Rainbow Trout
W of Mount Mynerg	Jellyfish, Bass, Martian Squid
Maekyss Gorge	Puffer, Marian Squid, Mackerel
W of Maekyss Gorge	Puffer, Rainbow Trout, Bass
SE of Wyndia	Piranha, Trout, Rainbow Trout, Bass, Black Bass
S of Tower	Flying Fish, Blowfish, Black Porgy, Octopus, Manillo
N of Rhapala	Man-o'-War, Flying Fish, Sea Bream
S of Rhapala Bridge	Man-o'-War, Flying Fish, Sea Bass, Octopus
S of Urkan Tapa	Sea Bream, Black Porgy, Angler, Manillo
W of Junk Town	Sea Bass, Devilfish, Spearfish
Cape near Outer Sea	Man-o'-War, Flying Fish, Blowfish, Sea Bream, Sea Bass, Black Porgy, Octopus, Angler, Devilfish, Spearfish, Manillo
S of Dauna Mine	Red Catfish, Bass, Martian Squid
S of Northern Checkpoint	Piranha, Trout, Rainbow Trout, Barandy, Manillo
SE of Ogre Road	Puffer, Trout, Black Bass
Near Kombinat	Whale, Manillo, Man-o'-War, Flying Fish, Spearfish
S of Cliff	Octopus, Angler, Devilfish, Manillo

FISHING ITEMS

Your fishing success depends heavily on the equipment you use. If you get a good technique down for reeling fish in, you may not need some of the higher-level rods or bait to catch most fish, but you won't be able to catch all of them with technique alone.

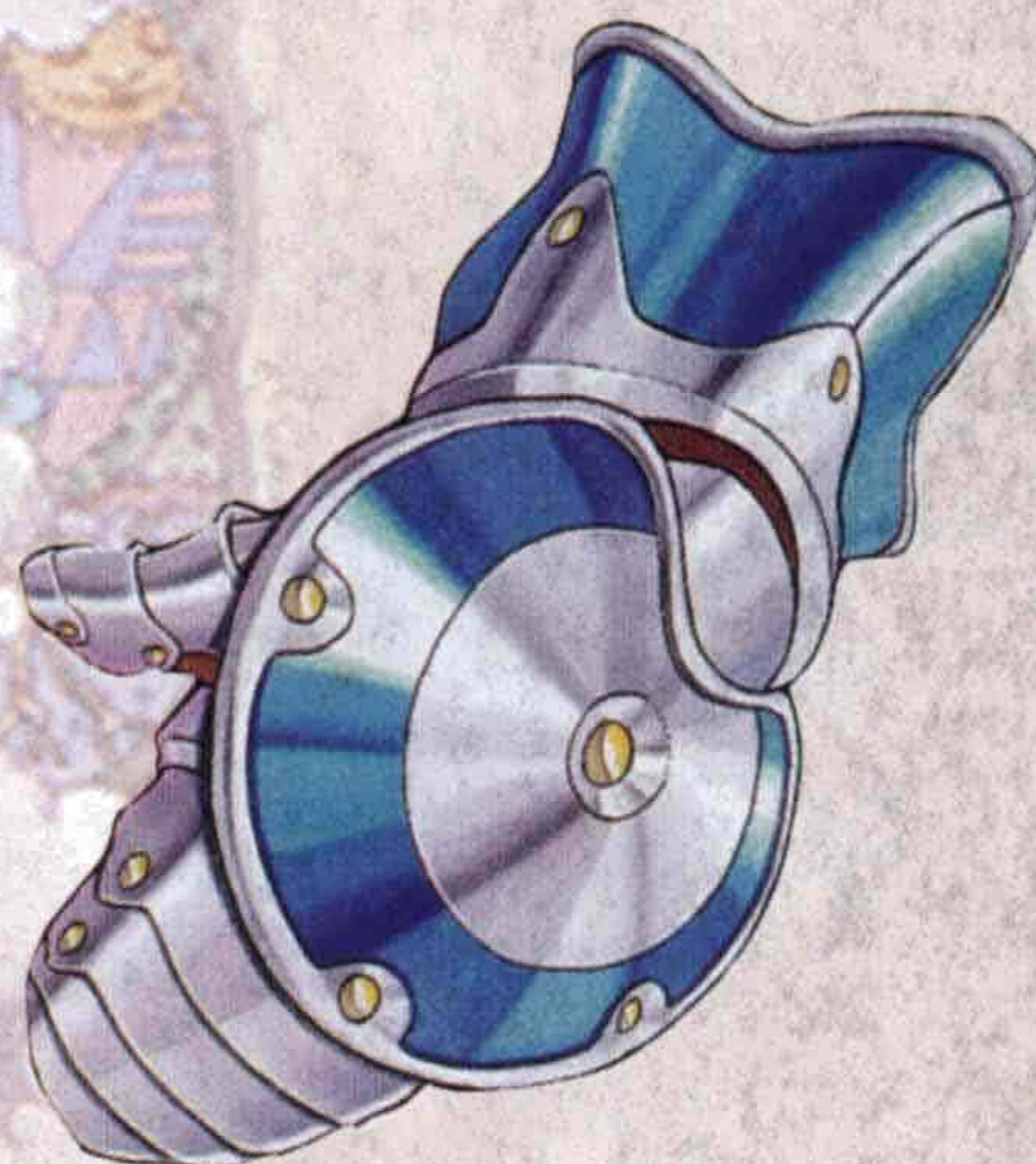
Each new rod greatly increases the strength of your line and the size of the fishing meter range. In fact, the Spanner is sturdy enough to withstand a fight with the incredibly strong Whale or the skittish Spearfish! And although the importance of a good rod is instrumental to your fishing success, nothing beats having the correct bait. From the first four types of bait you can pick up in McNeil, all other bait items are merely upgrades in quality and usefulness.

ROD COLLECTION

ROD	WHERE TO GET IT	DESCRIPTION
Wooden Rod	Shop	Beginner's rod, breaks easily, low range
Bamboo Rod	Tower	Long range, but breaks easily
Deluxe Rod	Northern Checkpoint	Strong rod with wide range
Angling Rod	Faerie Village	Rod with best range, high pull, hard to hold
Spanner	Steel Grave	Strongest rod, can pull up any fish
Master's Rod	Reward for "THE FISH" rank	The best rod

BAIT ASSORTMENT

BAIT	WHERE TO GET IT	DESCRIPTION
Worm	Shop, Item	Worm lure, good for Deepwater fish (Level 1)
Old Popper	Shop, Item	Hugs surface (Level 1)
Toad	Shop, Item	Lure that looks like frog—swims (Level 1)
Sinker	Shop, Item	Fish lure, sinks and floats (Level 1)
Spirit Popper	Shop, Item Shop, Item	Lure with leaden sinker (Level 2) Fish lure, stays on surface, low range (Level 2)
Baby Frog	Shop, Item	Frog lure with lead sinker (Level 2)
Float	Shop, Item	Fish lure, sinks when moved (Level 2)
Caro	Shop, Item	Fast lead sinker with Worm (Level 3)
Top	Shop, Item	Fish lure, sinks when moved (Level 3)
Hanger	Shop, Item	Fish lure with good balance (Level 3)
Frog	Shop, Item	Frog lure with good balance (Level 3)
Heavy Caro	Manillo, Item	Large, weighted lure (Top Level)
Dogwalker	Manillo	Fish lure, limited range (Top Level)
Fat Frog	Manillo, Enemy Item	Floating frog lure, sinks when moved (Top Level)
Deep Diver	Manillo, Item	Great for deep-sea fishing (Top Level)
Coin	Item	Heavy, sinks fast, Manillo's favorite
Ding Frog	Reward for "THE FISH" rank	The best bait



MANILLO TRADING SHOPS



Manillo has a distinct shape when he's underwater.

The Manillo is a merchant who travels the world's seas peddling his wares. He doesn't accept Zenny for his items, only fish. Therefore, you'll need to catch the types of fish he's accepting for trade to purchase any of the items he offers.

But first, you'll need to catch Manillo by equipping a Coin on your rod. He only swims around select Fishing Spots on the world map. When you're looking for him, visit one of the fishing holes he's hiding at by checking the target fish list on the Fishing Spot world map description. Once you reel him in, he'll open up shop and ask if you'd like to do business. If you agree, a new screen will pop up with a list of the items he's selling, as well as the amount of different fish he requires for trade. A list of requested fish presently in your inventory displays in the lower-right window. It shows how many you have in your possession and whether you meet or exceed Manillo's requirements for barter.

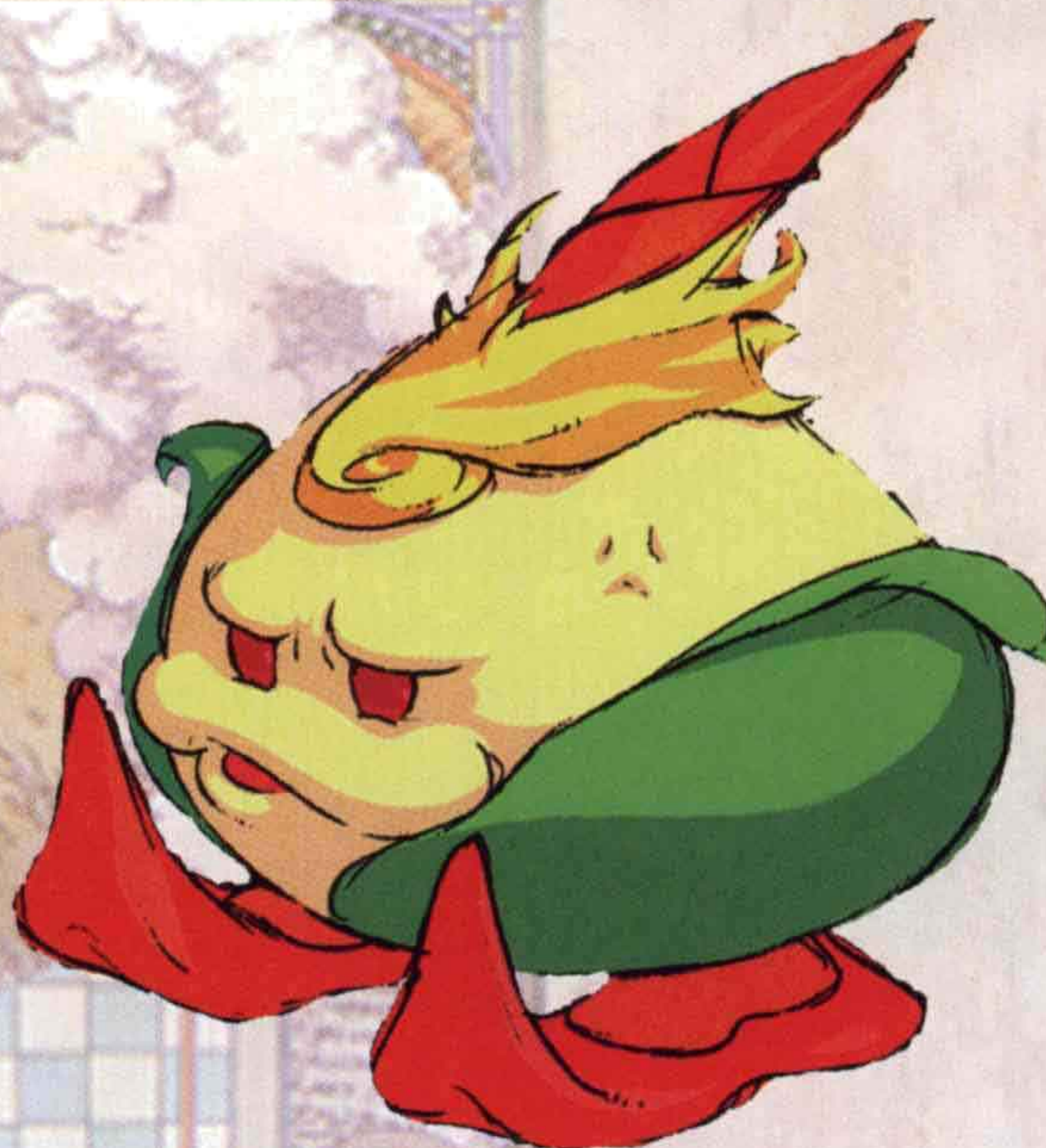
Manillo is an important figure in solving all the secrets in the game because he offers some items you can't buy or find anywhere else. Make sure to visit any of his shops located at various Fishing Spots around the world map to find the best "fish" trading prices for the item you seek.

WESTERN WYNDIA: WEST OF MCNEIL FARM

ITEMS	FISH REQUIRED FOR BARTER	DESCRIPTION
Silver Knife	Rainbow Trout x2, Trout x2	Pwr 12, Wgt 1 Property: Holy
Iron Helm	Trout, Piranha x2	Def 6, Wgt 2
Waistcloth	Trout, Puffer	Def 5, Wgt 3
Spirit	Piranha x3	Used when fishing
Baby Frog	Piranha x3	Used when fishing
Popper	Puffer x2	Used when fishing
Float	Puffer x2	Used when fishing
Skill Ink	Rainbow Trout, Trout	Used for writing Skill Notes
Bell Collar	Angler x3, Martian Squid x3, Sea Bream x5	Raises chance of meeting
Holy Mantle	Black Bass x3, Bass x9, Sea Bass x9	Lowers chance of meeting enemies

EASTERN WYNDIA: SOUTH OF TOWER

ITEM	BARTER REQUIRED	DESCRIPTION
Chain Cap	Bass, Blowfish x3	Def 19, Wgt 5
Crepe Cape	Black Porgy, Flying Fish x4	Def 19, Wgt 2
Spirit	Blowfish x3	Used when fishing
Baby Frog	Blowfish x3	Used when fishing
Popper	Flying Fish x2	Used when fishing
Float	Flying Fish x2	Used when fishing
Skill Ink	Octopus x2	Used for writing Skill Notes

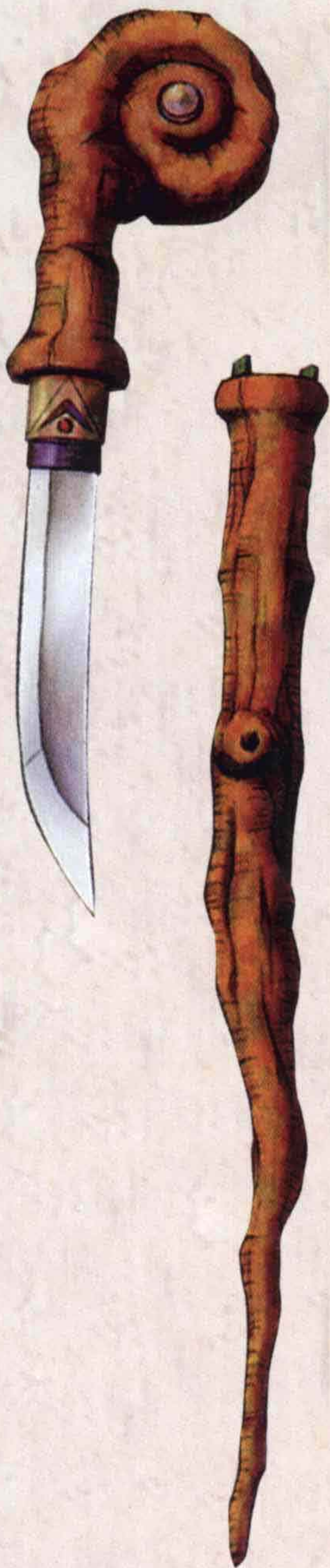


RHAPALA REGION: SOUTH OF CLIFF

ITEM	BARTER REQUIRED	DESCRIPTION
Hawk's Ring	Black Bass x3, Bass x5	Raises chance of surprise attack
Artemis's Cap	Black Bass x2, Angler x2, Sea Bream x5	Raises to-hit percentage
Speed Boots	Barandy, Black Bass, Devilfish x2	Raises Agility
Soul Gem	Barandy, Sea Bass x2	Saves wearer from death once
Bell Collar	Devilfish x2, Angler x3, Sea Bream x9	Raises chance of meeting enemies
Holy Mantle	Black Bass x3, Bass x9, Sea Bass x9	Lowers chance of meeting enemies
Skill Ink	Octopus x2, Devilfish	Used for writing Skill Notes

URKAN REGION: TIDEPOOL WEST OF STEEL BEACH

ITEM	BARTER REQUIRED	DESCRIPTION
Demonsbane	Spearfish, Black Bass x2	Pwr 99, Wgt 7 Devil-slayer
Aries Spear	Spearfish, Sea Bass x9, Sea Bream x9	Pwr 88, Wgt 4 Devil-slayer
Heavy Caro	Devilfish, Martian Squid, Octopus x2	Used when fishing
Fat Frog	Devilfish, Martian Squid, Octopus x2	Used when fishing
Dogwalker	Devilfish, Martian Squid, Octopus x2	Used when fishing
Deep Diver	Devilfish, Martian Squid, Octopus x2	Used when fishing
Skill Ink	Octopus x2, Devilfish	Used for writing Skill Notes



DAUNA REGION: NEAR NORTHERN CHECKPOINT

ITEM	BARTER REQUIRED	DESCRIPTION
Wisdom Ring	Black Bass, Rainbow Trout x5, Trout x5	Raises Intelligence
Lion's Belt	Angler, Rainbow Trout x9, Trout x9	Raises Willpower
Ginseng	Bass x2, Rainbow Trout x5, Trout x5	Raises Power
Caro	Rainbow Trout x2, Trout x3	Used when fishing
Frog	Rainbow Trout x2, Trout x3	Used when fishing
Top	Rainbow Trout x3, Trout x2	Used when fishing
Hanger	Rainbow Trout x3, Trout x2	Used when fishing
Skill Ink	Martian Squid x2, Rainbow Trout, Trout	Used for writing Skill Notes
Katzbalger	Barandy, Black Bass x2, Red Catfish	Pwr 61, Wgt 1
Laurel	Barandy, Black Bass x2, Bass	Def 15, W 0

URKAN REGION: SOUTH OF URKAN TAPA

ITEM	BARTER REQUIRED	DESCRIPTION
Wisdom Ring	Angler, Black Porgy, Sea Bream	Raises Intelligence
Lion's Belt	Martian Squid x2, Bass x2, Sea Bass x4	Raises Willpower
Ginseng	Martian Squid, Octopus x2, Sea Bass x3	Raises Pwr
Caro	Sea Bream x3	Used when fishing
Frog	Sea Bream x3	Used when fishing
Top	Octopus x2	Used when fishing
Hanger	Octopus x2	Used when fishing
Skill Ink	Black Porgy, Angler	Used for writing Skill Notes

LOST SHORE: NEAR KOMBINAT

ITEM	BARTER REQUIRED	DESCRIPTION
Royal Sword	Whale, Spearfish x3, Barandy	Pwr 158, Wgt 8 Property: Electric
Life Armor	Whale, Spearfish, Barandy x3	Def 80, Wgt 8 Regenerates HP
Cupid's Lyre	Whale, Barandy x2, Red Catfish x5	Restores HP while walking
Shaman's Ring	Whale, Spearfish x3, Red Catfish x5	Reduces AP usage by 25%
Ivory Dice	Spearfish, Red Catfish, Mackerel x5	Mystery effect when used on enemies
Skill Ink	Spearfish, Devilfish	Used for writing Skill Notes

FAERIE VILLAGE

After you receive the Faerie Tiara from Cadis at the Lighthouse, you must visit the Faerie Realm and rid them of their Dolphin problem. Once you do, the Tiara becomes a permanent addition to the Items List in your inventory. You can use it only to transport to the Faerie Realm (by entering any flower ring on the world map). But it's not until after you reach adolescence that you can really begin your work on helping Cadis build a new village.

BUILD YOUR OWN VILLAGE

Once you begin the second half of the game, enter any flower ring and talk to Cadis, who stands—or, rather, floats—in front of the first cottage. She asks you to help her and her friends set up a small village. The first time around, she gives you a tutorial of sorts to help you understand how to designate different faeries to different jobs.

To learn the strengths and weaknesses of each faerie, examine their Statistics window. Place the cursor over the faerie in question in the Assignment Roster menu (exit the tutorial to go there directly). The small, colored bar graph that appears displays each faerie's skills so you can assign the faerie a job based on the faerie's strengths. The following list describes what each color bar stands for in terms of faerie skills.

Red: Hunting ability (exploration, hunting)

Green: Strength (building, clearing)

Blue: Business abilities (merchant)

Sky-blue: Intelligence (fortune-tellers/scholars)

The longer the bar for a certain skill, the better that faerie will be at the job the colored bar indicates. Some faeries born into the community won't be great at any of the jobs on the list. In those cases, it's usually wise just to have them hunt. You must keep at least one-third of the population hunting at all times, and it's smart to keep at least one scholar busy thinking up new jobs. Builders and clearers are important to keep around until your assignment roster menu is completely filled. If you build up the number of jobs available, you'll be able to fill all the houses (shown as boxes on the assignment roster menu) quickly and have a whole slew of options to choose from.

You must check in on the village's progress from time to time to provide for new members, see which faeries aren't doing their jobs well, and to check for new items, among other things. To learn what's new each time you visit, check the wooden message board at the top of the small incline. It displays new merchandise, births, deaths, houses built, explorers returning, and so on. If the message board has nothing new on it, rest assured there's nothing going on, except maybe for the odd new fountain.





TIPS

Maintaining the Faerie Village is fairly easy. After you've built it beyond a significant point, it takes care of itself. The only thing you'll need to keep an eye on is the number of hunting faeries. At least one-third of the population must be kept hunting. The food limit is 99 (check this near the meat slab on the Assignment Roster menu), and the more food with which your faeries supply the village, the more births will populate the fledgling community.

Culture is important in producing a well-rounded bunch of faeries. The highest culture level is 7 on the Assignment Roster menu; the more cultured your village is, the more well-rounded the newborn faeries will be. You don't want to stock your little town with stupid sprites, so make sure to always assign a smart faerie with a long sky-blue bar to cultivate the culture of the town. When the culture level reaches 7, feel free to reassign the scholar faerie to another task, such as fortune-telling.

Once you've built the faeries population up to a significant number, assign one to think up new jobs. This opens up new occupations for your villagers. But realize that with every new job you unlock you must build a room to enable a faerie to begin work.

In the beginning, you have only a small number of faerie villagers. Place most of them in the hunting square on the Assignment Roster menu, and use the smartest one to beef up the cultural level. After a few more faeries are born, assign the faeries with long green stat bars to clear land (remembering to keep one-third of your population hunting). When enough land has been cleared, assign half the faeries that were clearing land to build more rooms. Place an intelligent faerie in a room to be a job scholar. If you keep enough faeries hunting, you'll create a complete Faerie Village in no time.

JOBS

The Faerie Village is an optional, but beneficial, subgame. A lot of the fun begins once you start unlocking all the job types available to the faerie villagers. Keep that scholar faerie thinking up new jobs until you access all possible occupations. The following list shows all the jobs that open up as you develop the Faerie Village.

JOBS LIST

JOB TITLE	DESCRIPTION
Scholar (Job)	Think up new jobs for the village
Scholar (Culture)	Increase the culture ranking of the village
Merchant (Weapons, Items, Handyman)	Sells products (some rare and sold nowhere else)
Inn	Rest-and-save point for only 10 Z a night
Gift	Gives away miscellaneous items from time to time
Fortune	Predicts the future and gives hints
Explorer (Nearby/Day/Distant)	Explore and search for items to bring you
Antiques	Buy unusual items for higher prices
Music	Play selected music tracks from the game
Casino	Play various games
Copy	Duplicates an item for free

SELECTED JOB DESCRIPTIONS

Certain faerie employment options are purely for fun, but you can only benefit from assigning qualified faeries to them.

ANTIQUE SHOP



The Antique Shop faerie will buy back any item you may have in your inventory with the description "Appears valuable" at a significantly higher price than any of the shops in your world. Sell her a Rare Book for 4,000 Zenny or a set of Beads for 3,000 Zenny. If you try to sell any of these items at a regular shop, you'll be offered only 5 Zenny or less.

This option comes in handy when you need money to buy new weapons or armor. You may want to

steal valuable items from enemies to sell at the Antique Shop. You can sell the items on the following list to the Antique Shop faerie for big Zenny.

ANTIQUE PRICE LIST

ITEM	PRICE
Gems	200 Z
Old Painting	6,000 Z
Rare Book	4,000 Z
Beads	3,000 Z
Marbles	500 Z
Tea Cup	2,000 Z
Plate	1,000 Z
Clay Vase	500 Z
Moldy Pot	1,000 Z
Dirty Rags	1,500 Z
Myria Icon	8,000 Z
Ladon Icon	8,000 Z
Lithograph	115,000 Z
Dragon Tear	30,000 Z



COPY SHOP

The Copy Shop is another strange perk. If you have a one-of-a-kind item, there's a chance the faerie working the Copy Shop can duplicate it for another member of your party to equip. The drawback is that this takes time, and sometimes it may not work at all. You won't lose the item you've placed for duping, but you'll be without it for a while—and possibly only to learn that the faerie couldn't copy it correctly. Your chances of getting an item copied correctly go down the more

expensive the item, but if it works you can either give it to an appropriate party member or sell it for Zenny at a shop. Just don't reassign that faerie to a different job or close down the Copy Shop while an item is being copied. You'll lose the item.

This service comes in handy when you find something like Ring of Fire or Light Bangle. Once it's been copied, you can face off against some of the tougher bosses with ample protection for your whole party!





GIFT SHOP



The same principle applies to the Gift Shop. The faerie assigned to Gift Shop duty will give away items when she has them. Unfortunately, this doesn't happen that often, and your chances of receiving a good gift are even less. But it doesn't hurt to give it a shot and set up a Gift Shop; there are no real drawbacks and the service is free.

EXPLORATION



The Exploring option is another curious occupation for faeries with excellent hunting skills. If you assign a faerie this duty, you may choose to explore lands that are distant, nearby, or a day trip away. The farther your faeries travel, the more likely they are to return with interesting items to give you. The downside is that the farther they travel the longer they're gone from their post. Sometimes it takes hours of gameplay for a faerie to return from a distant location.

Be sure you send only those faeries qualified to explore, which relates to their hunting skills. If they're weak or have a very short red bar in their stats window, they may perish during an exploration. The message board will tell you when a faerie returns, so check it often after you send one on an expedition. You'll be rewarded with antiques to sell at the Antiques Shop, new weapons, or status items such as Vitamins or Antidotes.

MUSIC



If you assign a faerie to play music, she'll learn tracks over time. By the end of the game you can listen to any of the music that plays during the game. There are around 30 tracks, selectable by talking to the faerie and scrolling through the choices until you find one you'd like to listen to. Press $\times$ and the track will play.

RUNNING THE INN



The job of running an Inn is self-explanatory. It's an easy opportunity to stay at an Inn for cheap and at any point where you can find a Faerie Ring. The cost is only 10 Zenny a night, which beats out a lot of the competition, and you needn't trudge all the way to a town to rest up and restore your lost HP and AP.

FORTUNE-TELLERS



The main reason to assign the Fortune-teller job is to obtain an occasionally useful piece of information. If you assign an intelligent faerie to this post, you may be able to acquire some hints, game secrets, or tips on using spells. Just keep returning to this post and talking to the faerie there to see if she has any new information.

This is one way to learn about items such as the Dragon Blade and the Spanner. Occasionally, you'll even learn a little about how to use abilities such as Breath attacks and other interesting tidbits of knowledge. I found myself constantly returning here to see if the Fortune-teller would reveal any other secrets. Not absolutely necessary, but it sure does pique your curiosity when she mentions an undiscovered item or weapon.

CASINO



The Casino option is one of the last jobs to become available. You can play two different games with the faerie who runs the Casino—Highs and Lows or Number Guessing. The Number Guessing game requires you to put down 500 Zenny each time you play, while you need only 100 Zenny or less to play Highs and Lows.

The Number Guessing game is based on your ability to guess a three-number combination in eight tries. If you win, you'll receive various items depending on how many guesses it took to achieve the correct number combination. You'll manipulate three cards to make your first three-number guess. A screen on the left side of the playing board keeps a tally of your guesses. The blue column indicates how many numbers were correct, but in the wrong order. The faerie calls these "blows." The red column indicates how many numbers in your guess match the correct three-number combo and are in

the correct order. The faerie calls these "hits." There are no duplicate or double-digit numbers in the correct three-number combination.

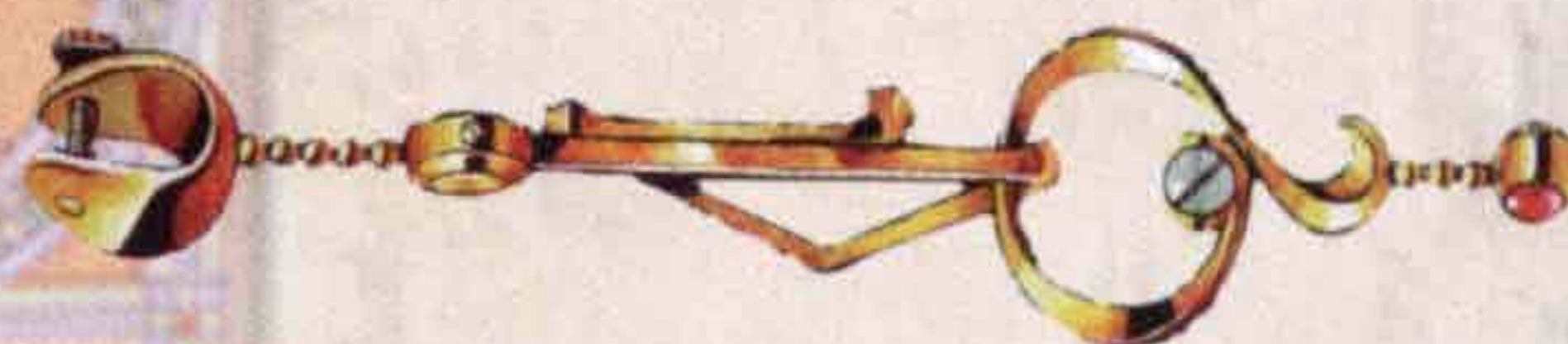
The fewer guesses it takes you to find the correct combination, the better the prize you receive. For instance, if you do it in one try you may receive a Spirit Ring, Cupid's Lyre, or Ivory Charm.

Doing it in eight tries will only get you a Green Apple, Bread, or Rice Ball. The prizes vary from stuff like High Boots and Ivory Dice to Panaceas and Rice Balls. If you think the fun you have playing the

Number Guessing game is worth the high price of admission, you may pick up some helpful items. But don't expect to get anything spectacular unless you get lucky and make a correct

guess the first time around. Even then, the item you get is still random and will change each time you quit playing and start up again.

Highs and Lows is basically another guessing game. The faerie will lay out nine cards. When the first card in the line is revealed, you must guess whether the number value of the next card will be higher or lower. You can bet any amount of Zenny between one and 100, and the pot will increase with the number of remaining cards you choose to guess at. You can keep your guess set to one card, or try your hand at guessing all eight. The moment you make a wrong choice, you'll lose all the money in the pot and have to make a new wager. Once in a while you'll luck out and a few cards will be revealed to you secretly before the game begins, increasing your chances for a high rate of correct guesses.



MERCHANTS

The Merchants at Faerie Village offer goods for sale, some unavailable anywhere else or not until much later in the game. Depending on the type of Merchant you assign a faerie to be, the items will vary. It also takes time for each shop to build up their inventory, so keep checking the message board at the top of the hill. The following items are sold by the faerie Merchants.

MERCHANT ITEMS (HANDYMAN): ABILITY

ITEM	PRICE	DESCRIPTION
Berries	5 Z	Restores 5 HP
Beef Jerky	50 Z	Restores 100 HP
Taser	200 Z	Electric attack vs. all
Tiger Claws	3,800 Z	Pwr 34, Wgt 1
Angling Rod	2,000 Z	Used when fishing
Lion's Belt	3,000 Z	Raises willpower
Bell Collar	10,000 Z	Increases chances of meeting enemies
Soul Gem	3,000 Z	Saves wearer from death once
Holy Mantle	10,000 Z	Lowers chances of meeting enemies
Molotov	10 Z	Flame attack vs. one target

MERCHANT ITEMS (HANDYMAN): SPEED

ITEM	PRICE	DESCRIPTION
Berries	5 Z	Restores 5 HP
Beef Jerky	50 Z	Restores 100 HP
Clothing	50 Z	Def 2, Wgt 3
Flame Chrism	500 Z	Pwr 50, Wgt 1 Property: Flame
Napalm	800 Z	Flame & Wind attack vs. all targets
Bell Collar	10,000 Z	Raises chance of meeting enemies
Angling Rod	2,000 Z	Used when fishing
Belladonna	200 Z	Destroy one target
Royal Dagger	6,200 Z	Pwr 54, Wgt 2
Holy Mantle	10,000 Z	Lowers chance of meeting enemies

MERCHANT ITEMS (WEAPON): ABILITY

ITEM	PRICE	DESCRIPTION
Pointed Stick	10 Z	Pwr 1 Wgt 1
Waistcloth	210 Z	Def 5 Wgt 3
Bronze Sword	240 Z	Pwr 8 Wgt 2
Crepe Cape	1,300 Z	Def 19 Wgt 2
Flame Talons	3,300 Z	Pwr 25 Wgt 1, Property: Flame
Amber BPlate	6,100 Z	Def 45 Wgt 4
Piercing Pike	7,400 Z	Pwr 62 Wgt 4
Katzbalger	9,200 Z	Pwr 61 Wgt 4
Protectors	11,000 Z	Def 16 Wgt 1, Resists status changes
Tiger's Cap	5,300 Z	Def 17 Wgt 1, Raises Pwr
Ouroboros	22,000Z	Pwr 80 Wgt 5, Raises Magic

MERCHANT ITEMS (WEAPON): SPEED

ITEM	PRICE	DESCRIPTION
Pointed Stick	10 Z	Pwr 1, Wgt 1
Waistcloth	210 Z	Def 5, Wgt 3
Bronze Sword	240 Z	Pwr 8, Wgt 2
Buckler	1,100 Z	Def 12, Wgt 2
Windcutter	2,200 Z	Pwr 34, Wgt 3 Property: Wind
Crepe Cape	1,300 Z	Def 19, Wgt 2
Flame Talons	3,300 Z	Pwr 25, Wgt 1 Property: Flame
Laurel	1,800 Z	Def 15, Wgt 0
Royal Dagger	6,200 Z	Pwr 54, Wgt 2
Spiked Gauntlets	6,800 Z	Def 28, Wgt 1 Raises Power
Ice Halberd	10,000 Z	Pwr 80, Wgt 6 Property: Frost

MERCHANT ITEMS (ITEM): SPEED/ABILITY

ITEM	PRICE	DESCRIPTION
Green Apple	5 Z	Restores 20 HP
Vitamin	50 Z	Restores 100 HP
Panacea	100 Z	Restores status
MultiVitamin	300 Z	Restores all HP
Ammonia	200 Z	Restores dead party member
Talisman	500 Z	Raises Defense vs. Death attacks
Life Sandals	500 Z	Raises Defense vs. status changes
Titan Belt	3,000 Z	Raises Power
High Boots	3,000 Z	Raises Defense
Dream Ring	1,000 Z	Protection vs. sleep
Balance Ring	1,000 Z	Protection vs. status



GENES



Ryu's Dragon transformation abilities come into play during your first run-in with Nina at Castle Wyndia. At that point, the only Gene you have in your inventory is the Flame Gene. During the course of the game, you'll acquire up to 18 Genes to fill your Accession window. Finding them all makes Ladon, Lord of the Dragons, available to you as a Master once you reach Dragonier and claim the Infinity Gene from the Dragon Elder.

You can combine up to three Genes during each Accession; the cost in Ryu's AP of doing so varies. In Dragon form, you'll be taxed a certain amount of AP for each turn you remain a Dragon. This can be costly in terms of AP, but using the Genes is key to beating a lot of the game's tougher bosses. Learn which abilities using each different Gene enables. Ryu can transform into many different Dragon types, each with its strengths and spell-casting inventories. You'll only benefit from learning to use the Genes and manage Ryu's Accession ability.

Most transformations will increase your maximum HP and any damage you take when you transform won't transfer if you restore your human form. This ability is helpful in fights against bosses if you need to conserve HP and not AP.

GENE LIST AND ATTRIBUTES

Typically, three Gene types are available to you throughout the game—Elemental Genes, Form Genes, and Assist/Enhance Genes. Elemental Genes are self-explanatory. You can use them alone to transform into a Whelp with abilities assigned to the element the Gene represents. Form Genes allow Ryu to transform into different types of Dragons. Sometimes you must combine them with another type of Gene to unlock the new form. Assist Genes are useless unless you combine them with other Genes. When you do, they bring out special abilities available only in Dragon form. You can exploit fully the true power hidden in each gene by combining them with other Genes, but it's not always necessary, especially early on. Try to mix and match to find the combination that works best for each fight and inevitably you'll stumble on a mix sure to get you through almost any battle. Here's a list of all the Genes available throughout the game.

COMPLETE GENE LIST

NAME	ATTRIBUTE/FORM
Flame	Flame Breath, Flame Claw, Inferno
Frost	Frost Breath, Frost Claw, Blizzard
Thunder	Thunderbreath, Thunder Claw, Myollnir
Shadow	Shadow Breath, Venom Breath, Death, Chlorine
Radiance	Divine Breath, Shining Claw, Resurrect
Force	Warrior form, Aura, Gambit, Focus
Defender	Enhances defense, Counter
Eldritch	Raises magic power
Miracle	Behemoth form, Meteor Strike, Blitz, Charge
Gross	brings out abilities of other Genes
Thorn	concentrates on Assist spells, Restore, Resurrect, Vitalize
Reverse	reverses abilities of combined Genes
Mutant	randomizes results of combining Genes
???	strange results when combined with other Genes
Trance	greatly enhances Gene's abilities; tacks a new ability on list when combined with certain Genes
Failure	works only combined with Infinity; all other combos result in a Whelp
Fusion	combines Ryu with more powerful ally in battle to form a dragon with features similar to that ally; Hybrid form
Infinity	Kaiser form, Kaiser Breath

WHERE/HOW ACQUIRED	COST IN AP TO USE	TYPE	NOTES
automatic when you're in Castle Wyndia Catacombs	5	Elemental	—
near the shack in Maekyss Gorge	5	Elemental	—
[?] location/Hut in Rhapala Region	5	Elemental	—
automatic after fight with Dragon Zombie in Dauna Mine	5	Elemental	—
Container Yard	5	Elemental	—
in the air ducts of the Underground Laboratory in the Plant	8	Form	—
automatic when you escape from Balio and Sunder at Mount Boumore	8	Assist/Enhance	—
atop Rhapala Lighthouse	8	Assist/Enhance	—
along lower lava path in Mount Zubro	8	Form	almost triples your HP; can combine all three party members into one large Dragon form
Tyd Palace	8	Assist/Enhance	—
[?] location/crash site north of Tower	8	Assist/Enhance	—
[?] location south of Mount Boumore	—	Assist/Enhance	—
near water on Steel Beach	3	Assist/Enhance	—
[?] location/hut on cape west of Steel Beach	8	Assist/Enhance	real use is a mystery
[?] location/Yggdrasil tree near Kombinat on Lost Shore	8	Assist/Enhance	—
Colony	1	Assist/Enhance	—
automatic after fight with Dragon Zombie in Dauna Mine	16	Form	won't work with Garr; if he is in your party when you transform using this Gene, you'll become a Whelp
from Dragon Elder after defeating him in Dragonier	40	Form	if you transform into the Kaiser Dragon with any Gene other than Failure, you'll go berserk

GENE COMBINATIONS

Although the ways to combine Genes and make a cool, new Dragon form for Ryu are seemingly endless, he can assume only a limited number of forms. Some have special abilities or skills. The following table lists the more noteworthy and important forms you can assume using Ryu's Accession ability.

A FEW COOL GENE COMBINATIONS

DRAGON FORM	GENE COMBINATION	SPECIAL ABILITIES
Trygon	Flame, Thunder, Frost	all elemental abilities
Dragon	Elemental, Assist/Enhance	Dragon Breath, Snap
Mammoth	???, Miracle	—
Behemoth	Eldritch, Miracle, Gross	Meteor Strike, Giant Growth
True Kaiser	Failure, Infinity	Kaiser Breath
Wildfire	Miracle, Thorn, Reverse	—
Tiamat	Shadow, ???	Trance
Hybrid	Fusion, any other or alone	Breath (Peco), Temptation(Nina) Combustion (Momo), GeoGene
Pygmy	Defender, Mutant, ???	Magma Breath
Warrior	Force with any other Gene	Aura
Myrmidon	Force, Trance, Reverse	Flame/Thunder/Frost/
Kaiser	Infinity Gene with any other besides Failure	Infinitely greater strength Berserk
Peco Dragon	Fusion with Peco in party	Geo Breath attack
Momo Dragon	Fusion with Momo in party	Combustion attack
Nina Dragon	Fusion with Nina in party	multiple elemental attacks and Temptation
Rei Dragon	Fusion with Rei in party	Tempest attack
Whelp	any single gene except Force, Infinity and Fusion	Dragon Breath



NOTES

excellent during the game's early battles; heightens your defenses against three types of elements; enables you to cast spells and attacks from entire inventory of elements

—

—

combining Miracle with any other Gene results in a Behemoth, but this combo has Giant Growth as an ability (can't beat that)

this combo is the only form of Kaiser that doesn't go berserk; you can use any of Ryu's regular abilities while in this form

a Dragon Whelp with the lowest possible HP

Doom Breath, Shadow Breath with significantly high HP, combines all party members into one Dragon form

depending on which character is in your party has the highest level, Ryu transforms into a Dragon mimicking their qualities

cute little guy

—

very cool, slightly elusive form; really packs a wallop with Wind/Holy Strike, a ton of elemental attacks

—

—

—

a small dragon



ITEMS AND OPTIONS



ITEMS

ITEM

Ammonia
Angler
Antidote
Barandy
Bass
Beef Jerky
Belladonna
Berries
Black Bass
Black Porgy
Blowfish
Croc Tear
Devilfish
Divine Helm
Dragonfang
Dynamite
Eye Drops
Faerie Tiara
Firecracker
Fish-head
Flame Spear
Flying Fish
Gale Javelin
Gems
Goo King Sword
Green Apple
Healing Herb
Horseradish
Hourglass
Icicle
Ivory Dice
Jellyfish
Life Shard
Lifestealer
Mackerel
Magic Shard
Magma Armor
Mandrake (during Childhood)
Mandrake (during Adolescence)
Manillo

DESCRIPTION

Revives party member
Earthquake attack vs. all targets
Cures poison
Restores 240 HP to all party members
Restores 80 HP
Restores 100 HP
Destroy one target
Restores 5 HP
Restores 80 HP to party
Restores 20 AP
Cures poison in party members
Chance of restoring status
Electric attack vs. one target
Stolen from Enemy
Stolen from Enemy
Earthquake attack vs. all targets
Cures blindness
Needed to enter Faerie Village
Flame attack vs. all targets
Raises user's Intelligence
Stolen from Enemy
Restores 20 HP
Rare Item Stolen from Enemy
Appears Valuable
Stolen from Enemy
Restores 20 HP
Restores 40 HP
Restores 5 HP
Stops all but user for 3 turns
Frost attack vs. all targets
Mystery effect if used on enemies
Restores 1 HP
Raises user's Max HP
Stolen from Enemy
Fish (used for Shisu Worm)
Raises user's Max AP
Stolen from Enemy
Heals all HP, and increases Agility
Heals all HP, but lowers your maximum HP
Merchant

tip

You can use Ivory Dice on a single enemy over and over for great gains in EXP. Using it once on an enemy will double your EXP, using it twice will quadruple EXP, and using a third one will increase EXP by eight times. Using three Ivory Dice on a high EXP enemy will net you huge EXP totals far into the tens of thousands.

ITEM	DESCRIPTION
Man-o'-war	Restores 1 HP
Martian Squid	Induces blindness in one target
Mist Armor	Stolen from Enemy
Molotov	Flame attack vs. one target
Moon Tears	Restores party's HP & status
Moxa	Raises user's Willpower
MultiVitamin	Restores all HP
Napalm	Flame & Wind attack vs. all targets
Octopus	Induces blindness in all targets
Panacea	Cures all status changes
Pirana	Restore 20 HP
Plate	Appears Valuable
Power Food	Raises user's Power
Protein	Raises user's Defense
Puffer	Flame attack vs. one target
Rainbow Trout	Restores 5 HP
Rakda Meat	Restores 100 HP
Rare Book	Appears Valuable
Red Catfish	Earthquake vs. all targets
Rice Ball	Smells Burnt
Sea Bass	Restores 80 HP
Sea Bream	Restores 5 AP
Shaly Seed	Restores 5 HP
Skill Ink	Used for writing Skill Notes
Spearfish	Restores 240 HP to all party members
Swallow Eye	Raises user's Agility
Taser	Electric attack vs. all targets
Trout	Restores 40 HP
Vinegar	Chance of restoring status
Vitamin	Restores 100 HP
Vitamins	Restores 100 HP to party members
Vodka Shot	Raise one target's Pwr
Water Jug	Water needed for desert travel
Weather Vane	Wind attack vs. all targets
Whale	Restores all members' HP & status
Wisdom Fruit	Restores 100 AP
Wisdom Seed	Restores 20 AP

OPTIONS

OPTION	DESCRIPTION
Angling Rod	Used when fishing
Artemis's Cap	Raises to-hit chance
Baby Frog	Used when fishing
Balance Ring	Protection vs. confusion
Bamboo Rod	Used when fishing
Barrier Ring	Raises Defense vs. psionic attacks
Bat Amulet	Protection vs. blindness
Bell Collar	Raises chance of meeting enemies
Caro	Used when fishing
Coin	Used when fishing
Coupons	Handy when shopping
Cupid's Lyre	Restores HP while walking
Deep Diver	Used when fishing
Deluxe Rod	Used when fishing
Diamond Ring	Protection vs. death attacks
Dogwalker	Used when fishing
Dream Ring	Protection vs. sleep
Fat Frog	Used when fishing
Float	Used when fishing
Frog	Used when fishing
Hanger	Used when fishing
Hawk's Ring	Raises chance of surprise attack
Heavy Caro	Used when fishing
High Boots	Raises Defense
Holy Mantle	Lowers chance of meeting enemies
Life Sandals	Raises Defense vs. status changes
Light Bangle	Raises Defense vs. status changes
Lion's Belt	Raises Willpower
Midas Stone	Increases profits Wgt 10
Old Popper	Used when fishing
Popper	Used when fishing
Ring of Fire	Protection vs. flame attacks
Ring of Ice	Protection vs. frost attacks
Shaman's Ring	Lowers AP usage by 25%
Sinker	Used when fishing
Soul Gem	Saves wearer from death once
Spanner	Used when fishing
Speed Boots	Raises Agility
Spirit	Used when fishing
Talisman	Protection vs. death attacks
Thunder Ring	Protection vs. Electric attacks
Titan Belt	Raises Power
Toad	Used when fishing
Top	Used when fishing
Wisdom Ring	Raises Intelligence
Wooden Rod	Used when fishing
Worm	Used when fishing

ARMOR AND WEAPONS COMPENDIUM

WEAPONS

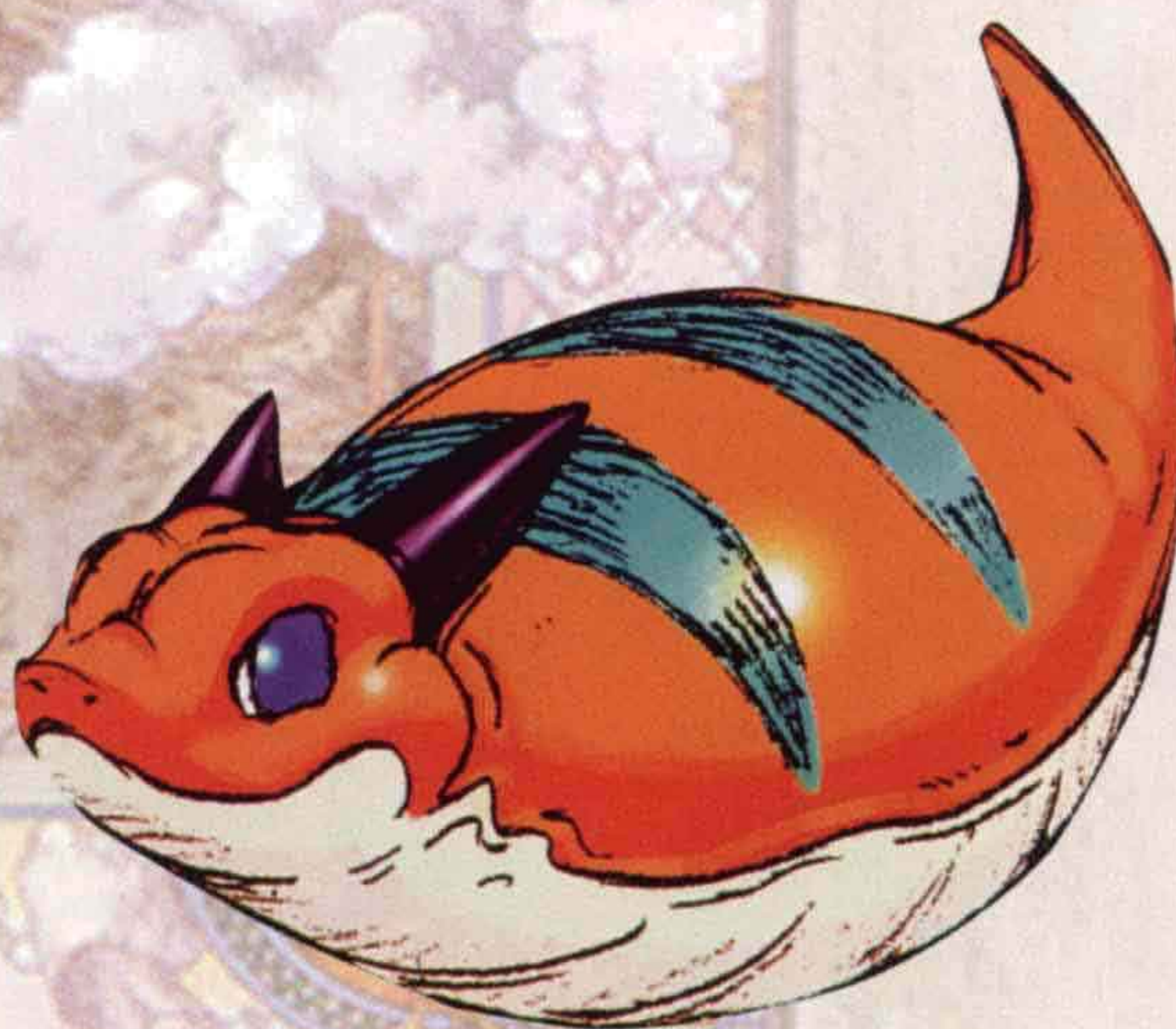
NAME	POWER	WEIGHT	NOTES	CHARACTER	BATTLE USE
Ammo	58	1	—	Momo	—
Aries Spear	88	4	Devil-slayer	Garr	—
Ashura's Sword	—	—	Embodies the power of Ashura	Ryu	—
Atomic Bomb	198	1	—	Momo	—
Blacklock Knife	6	1	—	Ryu, Rei	—
Barbarossa	82	10	Property: Electric	Ryu	—
Baselard	59	3	—	Ryu, Rei	—
Beast Sword	150	15	Drain life	—	—
Bent Sword	2	5	—	Ryu, Rei	—
Beryl Rod	61	4	Raises int	Nina	—
Blessed Staff	73	3	Resists death attacks	Nina	Casts Heal ability
Brass Claws	64	1	—	Peco	Cast Fire ability
Broad Sword	15	3	—	Ryu, Rei	—
Bronze Sword	8	2	—	Ryu, Rei	—
Claymore	43	8	—	Ryu	—
Damascus Sword	105	4	—	Ryu	—
Deadly Blade	55	4	Critical Attack % up	Ryu, Rei	—
Demonsbane	99	7	Devil-slayer	Ryu	—
Dragon Blade	130	4	Property: Flame	Ryu	Flame vs. all
Dragon Spear	110	6	Dragon-slayer	Garr	—
Feather Sword	48	1	Property: Wind	Ryu, Rei	—
Flame Chrism	50	1	Property: Flame	Momo	—
Flame Talons	25	1	Property: Flame	Peco	—
Flare Sword	38	4	Property: Flame	Ryu, Rei	—
Flash Shells	96	1	Induces Blindness	Momo	—
Flying Spear	50	2	—	Garr	—
Fale Javelin	68	2	Property: Wind	—	—
Fas Shells	118	1	Induces confusion	Momo	—
Gigantess	78	12	—	Garr	—
Gunginir	99	10	To-hit % up	Garr	—
Halberd	33	4	—	Garr	—
HE Shells	166	1	—	Momo	—
Heat Shotel	76	3	Property: Flame	Ryu, Rei	—
Heavy Dagger	67	2	Property: Frost	Ryu, Rei	—
Hidden Dagger	51	1	Chance of instant kill	Ryu, Nina	—
Home Bomb	78	1	To-hit % up	Momo	—
Ice Chrism	50	1	Property: Frost	Momo	—
Ice Halberd	80	6	Property: Frost	Garr	—
Ice Javelin	61	4	—	Rei	—
Long Spear	24	3	—	Garr	—
Lance	12	3	—	Nina	—
Magician Rod	20	2	Raises Int	Nina	—
Moon Sword	32	4	—	Ryu, Rei	—

NAME	POWER	WEIGHT	NOTES	CHARACTER	BATTLE USE
Ouroboros	80	5	Raises Int	Nina	No visible effect
Piercing Edge	91	4	—	Rei	—
Piercing Pike	62	4	—	Garr	—
Pointed Stick	1	1	—	Nina	—
Quarter Staff	28	4	—	Nina	—
Raptor Claws	46	1	—	Peco	—
Rippers	10	1	—	Peco	—
Rockbreaker	55	1	Property: Earth	Peco	—
Rood Spear	41	4	—	Garr	—
Rood Spear	41	4	—	Garr	—
Royal Dagger	54	2	—	Ryu, Rei	Casts Protect
Royal Sword	158	8	Property: Electric	Ryu	Casts
Lightning					
Ruby Scepter	43	3	Property: Flame	Nina	Casts Flame
Rufad's Spear	108	2	Property: Holy	Garr	Casts Shield on Party
Scramasax	23	2	—	Rei, Ryu	—
Seeking Sword	110	2	Heroic strength	Ryu	—
Shotgun Shell	78	1	—	Momo	—
Silver Knife	12	1	Property: Holy	Ryu, Rei	—
Sleep Shells	80	1	Induces Sleep	Momo	—
Slicer	85	1	Critical blow % up	Rei	—
Spiked Claws	18	1	—	Peco	—
Thieves Knife	36	1	Enhances Psionics	Rei	—
Thunder Rod	69	10	Property: Electric	Nina	Lightning vs. all
Tiger Claws	34	1	—	Peco	—
Wind Cutter	34	3	Property: Wind	Nina	Cast Wind attack

ARMOR

NAME	DEFENSE	WEIGHT	NOTES	BATTLE USE
Amber Breastplate	45	4	—	—
Aries Gloves	44	2	Raises Power	—
Asbestos Armor	38	4	Resists Flame	—
Blizzard Mail	51	8	Resists Frost	—
Bandanna	1	0	—	—
Bracers	1	0	—	—
Brass Helm	3	1	—	—
Breastplate	16	4	—	—
Bronze Shield	8	2	—	—
Buckler	12	2	—	—
Buckler	12	2	—	—
Burglar Garb	64	0	Raises Agil	—
Chain Cap	19	5	—	—
Clothing	2	3	—	—
Cloth Shield	3	1	—	—
Crepe Cape	19	2	—	—
Cuirass	12	6	—	—
Damascus Mail	58	6	—	—
Dragon Armor	73	6	Protection vs. flame	—
Dragon Helm	30	2	Protection vs. flame	—
Dragon Shield	42	3	Protection vs. flame	—

NAME	DEFENSE	WEIGHT	NOTES	BATTLE USE
Flame Shield	25	3	Resists flame	—
Force Armor	65	6	Def up vs. psionics	Casts Barrier
Gauntlet	5	1	—	—
Giant Shield	45	5	—	—
Gideon's Garb	82	12	Raises Power	—
Glass Domino	6	1	—	—
Gold Hairpin	14	0	—	—
Holy Robe	62	3	Blessed Armor	—
Ice Shield	28	3	Resists Frost	—
Iron Helm	6	2	—	—
Kite Shield	28	3	—	—
Knight's Helm	8	2	—	—
Lacquer Helm	21	2	—	—
Lacquer Shield	33	3	—	—
Laurel	15	0	—	—
Leather Apron	6	4	—	—
Leather Armor	4	4	—	—
Life Armor	80	8	Regenerates HP	—
Mage's Robes	9	3	—	—
Magma Armor	38	8	Protection vs. flame	—
Manly Clothes	—	—	Unlimited use of Skill Notes	—
Mind Shield	34	3	Raises Int	Steals AP
Mist Armor	75	4	Sacred Armor	—
Mithril Armor	26	6	—	—
Mithril Helm	12	1	—	—
Mithril Shield	17	3	—	—
Phantom Dress	18	1	—	—
Protectors	16	1	Resists status change	—
Ranger Garb	7	4	—	—
Robe of Wind	41	0	Vs. electric, wind, earth	Casts Speed
Royal Armor	72	8	—	—
Scale Mail	21	6	—	—
Silver Mail	32	6	—	—
Silver Tiara	23	1	Blessed Armor	—
Spiked Gauntlets	28	1	Raises Pwr	—
Steel Gauntlets	21	1	—	—
Sun Mask	22	1	Resists flame	—
UV Glasses	18	1	Protection vs. blindness	—
Waistcloth	5	3	—	—



ENEMY COMPENDIUM



The items listed as "Item 2" are very rare and hard to get from your enemy. Occasionally, an enemy will drop the item or you may luck out and steal it. Try using the Charm skill to increase your chances of getting an item at the end of the fight.



ADEPT

EXP: 650
Zenny: 550
Item 1: Holy Robe
Item 2: Shaman's Ring
Enemy Skills: Meditation



ARCHMAGE

Item 1: Soul Gem
Enemy Skills: Benediction, Mind Sword
Comments: Auto-heals for 1,500 per round, Myollnir attack is critically damaging



ARMOR

EXP: 1,220
Zenny: 100
Item 1: Claymore
Item 2: Gideon's Garb
Enemy Skills: Risky Blow, Frost Strike
Comments: Weak vs. Electric



ARMOR BOT

EXP: 45
Zenny: 0
Item 1: Breastplate
Item 2: Marbles
Comments: weak vs. Electric



ASSASSIN

EXP: 225
Zenny: 380
Item 1: Light Clothing
Item 2: Katzbalger
Enemy Skills: Disembowel, Target
Comments: High Agility



AUDREY

EXP: 330
Zenny: 110
Item 1: Green Apple
Item 2: Mandrake



BARB BULB

EXP: 125
Zenny: 110
Item 1: Croc Tear
Item 2: Vodka Shot



BAT

EXP: 8
Zenny: 0
Item 1: Berries
Item 2: Nothing



BERSERKER

EXP: 30,000
Zenny: 3,000
Item 1: Aries Spear
Item 2: Rufad's Spear
Enemy Skills: Berserk
Comments: Ultra super powerful attacks, Firewhip ability, over 12,000 HP



BIG BULB

EXP: 100
Zenny: 75
Item 1: Mandrake
Item 2: Nothing
Comments: blinds party members



BLOOD BAT

EXP: 55
Zenny: 30
Item 1: Berries
Item 2: Nothing
Enemy Skills: Gloom



BLUE GOBLIN

EXP: 95
Zenny: 75
Item 1: Beef Jerky
Item 2: Scramasax
Comments: can cast Jolt



BOLT

EXP: 160
Zenny: 85
Item 1: Berries
Item 2: Royal Dagger
Comments: weak vs. magic



BOLT ARCHER

EXP: 190
Zenny: 100
Item 1: Berries
Item 2: Panacea
Comments: weak vs. magic



BOLT LORD

EXP: 320
Zenny: 550
Item 1: Berries
Item 2: Lacquer Helm
Comments: weak vs. magic; if caught alone, will panic and heal your party members



BOLT MAGE

EXP: 185
Zenny: 180
Item 1: Berries
Item 2: Robe of Wind
Comments: weak vs. magic



BOMB SEED

EXP: 212
Zenny: 150
Item 1: Vitamin
Item 2: Ivory Dice
Enemy Skills: Sacrifice
Comments: commits
Sacrifice when critically
wounded



CODGER

EXP: 380
Zenny: 230
Item 1: Rare Book
Item 2: Skill Ink
Enemy Skills: Flying
Kick, Meditation



EYE GOO

EXP: 2
Zenny: 4
Item 1: Healing Herb
Item 2: Vitamin
Comments: weak vs.
Blind



BOMBER

EXP: 102
Zenny: 45
Item 1: Vitamin
Item 2: Ivory Dice
Enemy Skills: Sacrifice
Comments: commits
Sacrifice when critically
wounded



CURR

EXP: 7
Zenny: 4
Item 1: Antidote
Item 2: Nothing
Comments: casts
Chlorine



FIRE SLUG

EXP: 94
Zenny: 50
Item 1: Panacea
Item 2: Moxa
Comments: weak vs.
Frost



BOSS GOBLIN

EXP: 12
Zenny: 10
Item 1: Waist Cloth
Item 2: Brass Helm
Enemy Skills: Influence
Comments: orders
opponents to attack



DEATH BOT

EXP: 960
Zenny: 100
Item 1: Damascus Mail
Item 2: Atomic Bomb



FLY MAN

EXP: 160
Zenny: 140
Item 1: Scale Mail
Item 2: Flame Spear
Enemy Skills: Flame
Strike
Comments: casts
Flame spells



DRAGON FLY

EXP: 250
Zenny: 60
Item 1: Panacea
Enemy Skills: Bite



CACTI

EXP: 510
Zenny: 210
Item 1: Croc Tear
Item 2: Vodka Shot
Comments: High
Reprisal rate



DRAK

EXP: 850
Zenny: 350
Item 1: Titan Belt
Item 2: Mind Shield



FOUL WEED

EXP: 1,700
Zenny: 250
Item 1: Power
Item 2: Food Protein



CEREBUS

EXP: 72
Zenny: 45
Item 1: Beef Jerky
Item 2: Vitamins
Comments: Casts
Howling



EGG GANG

EXP: 560
Zenny: 420
Item 1: Beads
Item 2: Ivory Dice
Enemy Skills: Double
Blow
Comments: casts Ovum



GHOST

EXP: 90
Zenny: 80
Item 1: Wisdom Seed
Item 2: Buckler



CLONE

EXP: 320
Zenny: 255
Item 1: Vitamin
Item 2: Bell
Enemy Skills: Collar,
Flame Strike



EYE BULB

EXP: 80
Zenny: 42
Item 1: Mandrake
Item 2: Vitamins
Enemy Skills: Rest



GHOUL

EXP: 22
Zenny: 20
Item 1: Leather Armor
Item 2: High Boots
Enemy Skills: Bone
Dart
Comments: weak vs.
Holy & Healing



GIANT CRAB

EXP: 230
Zenny: 150
Item 1: Belladonna
Item 2: Blizzard Mail
Enemy Skills: Double
Blow



GIANT ORC

EXP: 480
Zenny: 260
Item 1: Titan Belt
Item 2: Tiger's Cap
Enemy Skills: Blitz
Comments: high Reprisal rate



GOO KING

EXP: 15,000
Zenny: 1,000
Item 1: Green Apple
Item 2: Goo King Sword
Enemy Skills: Charge, Tornado
Comments: powerful, escapes easily



ICE TOAD

EXP: 280
Zenny: 150
Item 1: Healing Herb
Item 2: Life Shard
Enemy Skills: Influence
Comments: weak vs. Flame



GIANT ROACH

EXP: 85
Zenny: 0
Item 1: Healing Herb
Item 2: Vitamin
Enemy Skills: Douse, Jump
Comments: weak vs. flame



GOO TITAN

EXP: 660
Zenny: 200
Item 1: Life Shard
Item 2: Protectors
Enemy Skills: Charge, Burn, Timed Blow
Comments: very powerful, high HP



INSECTOR

EXP: 520
Zenny: 220
Item 1: Beef Jerky
Item 2: Gale Javelin
Enemy Skills: Wind Strike



GOBLIN

EXP: 2
Zenny: 5
Item 1: Bent Sword
Item 2: Old Popper
Enemy Skills: Unmotivate



GOOEY

EXP: 9
Zenny: 4
Item 1: Marbles
Comments: will become unparalyzed if cured



LIZARD

EXP: 28
Zenny: 25
Item 1: Panacea



GOLD EGG

EXP: 100
Zenny: 16,000
Item 1: Beads
Item 2: Diamond Ring
Enemy Skills: Resist
Comments: High Zenny reward, high agility, escapes easily



HOBGOBLIN

EXP: 800
Zenny: 300
Item 1: Power Food
Enemy Skills: Spirit Blast, Intimidate
Comments: casts Jolt, high HP



LIZARD MAN

EXP: 160
Zenny: 102
Item 1: Broad Sword
Item 2: Flame Shield
Enemy Skills: Double Blow
Comments: high Reprisal rate



GONGER

EXP: 30
Zenny: 27
Item 1: MultiVitamin
Item 2: Life Shard
Comments: casts Venom Breath



HYPER BOT

EXP: 120
Zenny: 0
Item 1: Cuirass
Item 2: Vodka Shot
Enemy Skills: Blitz
Comments: immune to electric attacks



MAD GONG

EXP: 850
Zenny: 0



GONGHEAD

EXP: 8
Zenny: 10
Item 1: Vitamin Life
Item 2: Shard
Enemy Skills: Charge



ICE DRAKE

EXP: 2,050
Zenny: 250
Item 1: Ring of Ice
Item 2: Dragon Fang
Comments: casts Frost Breath, Howling, weak vs. Flame



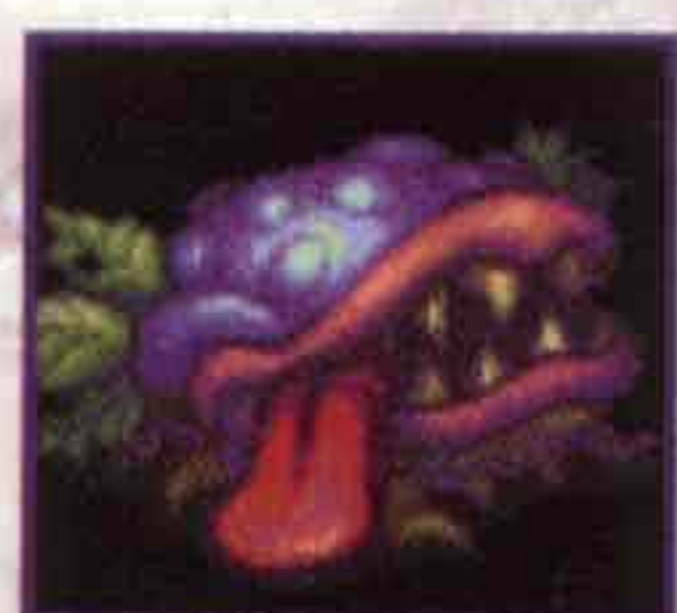
MAGE GOO

EXP: 6
Zenny: 20
Item 1: Healing Herb
Item 2: Wisdom Seed
Enemy Skills: Burn



MAGMAITE

EXP: 1,300
Zenny: 300
Item 1: Napalm
Item 2: Royal Armor
Enemy Skills: Air Raid, Lavaburst, Flying Kick
Comments: weak vs. Earth



MAN TRAP

EXP: 24
Zenny: 40
Item 1: Pointed Stick
Item 2: Panacea
Comments: hit to wake up



NUT ARCHER

EXP: 25
Zenny: 14
Item 1: Berries
Item 2: Panacea
Comments: weak vs. Flame



PLANT

EXP: 42
Zenny: 1,200
Item 1: Mandrake
Item 2: Vitamins
Enemy Skills: Bite, Snap



MIST MAN

EXP: 5,200
Zenny: 400
Item 1: Seeking Sword
Item 2: Mist Armor
Enemy Skills: Thunder Strike
Comments: paralyzes members with Thunder Strike



NUT MAGE

EXP: 17
Zenny: 18
Item 1: Molotov
Item 2: Berries
Comments: weak vs. Flame



PROTO BOT

EXP: 30
Zenny: 0
Item 1: Marbles
Item 2: Cuirass
Comments: weak vs. Electric



MULTIBOLT

EXP: 300
Zenny: 0
Item 1: Silver Mail
Item 2: Barrier Ring



NUT TROOP

EXP: 15
Zenny: 16
Item 1: Berries
Item 2: Broad Sword
Enemy Skills: Double Blow
Comments: weak vs. Flame



PUFF GOO

EXP: 15
Zenny: 7
Item 1: Healing Herb
Item 2: Vitamin



NEWT

EXP: 1,550
Zenny: 350
Item 1: Heat Shotel
Item 2: Mind Shield
Enemy Skills: Mighty Chop, Double Blow
Comments: weak vs. Frost



ORC

EXP: 58
Zenny: 62
Item 1: Bronze Shield
Item 2: Titan Belt
Enemy Skills: Last Resort
Comments: high Reprisal rate



RANK WEED

EXP: 57
Zenny: 40
Item 1: Bat Amulet
Item 2: Nothing



NIGHT BAT

EXP: 350
Zenny: 58
Item 1: Power Food
Item 2: Protein
Enemy Skills: Gloom
Comments: Hard to hit



PAIN WEED

EXP: 57
Zenny: 40
Item 1: Bat Amulet



REAPER

EXP: 420
Zenny: 270
Item 1: Magic Shard
Item 2: Phantom Dress
Enemy Skills: Focus, Multistrike



NITEMARE

EXP: 650
Zenny: 220
Item 1: Hawk's Ring
Item 2: Burglar Garb
Enemy Skills: Magic Ball
Comments: casts Sleep, weak vs. Holy



PHANTOM

EXP: 115
Zenny: 200
Item 1: Belladonna
Item 2: Crepe Cape



RED DRAKE

EXP: 2,050
Zenny: 250
Item 1: Ring of Fire
Item 2: Dragonfang
Comments: casts Flame Breath, Howling, weak vs. Frost



PIPE BOMB

EXP: 495
Zenny: 180
Item 1: Vitamin
Item 2: Ivory Dice
Enemy Skills: Sacrifice
Comments: high Def, Sacrifice



REVENANT

EXP: 1,500
Zenny: 500
Item 1: Magic Shard
Item 2: Divine Helm
Enemy Skills: Multistrike, Chill
Comments: high Agility



SPIKER

EXP: 240
Zenny: 125
Item 1: Antidote
Item 2: Soul Gem
Comments: casts Giant Growth



TOXIC FLY

EXP: 70
Zenny: 20
Item 1: Antidote
Comments: casts Chlorine to poison party



RIPPER

EXP: 7
Zenny: 5
Item 1: Berries
Enemy Skills: Blind
Comments: high Agility



TANK BOT

EXP: 500
Zenny: 0
Item 1: Wisdom Seed
Item 2: Wisdom Fruit
Enemy Skills: Sacrifice
Comments: weak vs. Electric, commits Sacrifice when critically damaged



TOXIC MAN

EXP: 335
Zenny: 25
Item 1: Clay Vase
Comments: HP shifts between a party of more than one



SCORPION

EXP: 620
Zenny: 320
Item 1: Antidote
Item 2: Protein
Enemy Skills: Double Blow, Tornado
Comments: weak vs. Frost



TARMAN

EXP: 70
Zenny: 15
Item 1: Clay Vase
Item 2: MultiVitamin
Comments: paralyzed by Frost



TRICKER

EXP: 70
Zenny: 120
Item 1: Gems
Item 2: Thieves Knife
Enemy Skills: Blind, Flying Kick, Target
Comments: High Agility



SLASHER

EXP: 95
Zenny: 70
Item 1: Berries
Item 2: Swallow Eye
Enemy Skills: Mind Flay
Comments: High Agility



THANTOS

EXP: 755
Zenny: 0
Item 1: Clothing



VAGABOND

EXP: 88
Zenny: 80
Item 1: Moon Sword
Item 2: Mithril Armor
Comments: capable of Lucky Strike attack



SLEEPY

EXP: 95
Zenny: 66
Item 1: Baby Frog
Item 2: Fat Frog
Enemy Skills: Snooze



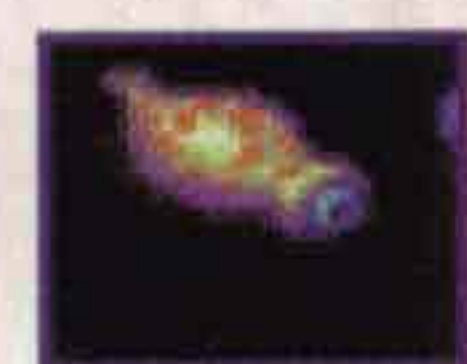
THRASHER

EXP: 185
Zenny: 110
Item 1: Wisdom Seed
Enemy Skills: Timed Blow
Comments: usually appears in groups



VAMPIRE

EXP: 12,000
Zenny: 1,000
Item 1: Burglar Garb
Item 2: Lifestealer
Enemy Skills: Evil Eye
Comments: high HP, will auto-heal until all Nightbats in party are destroyed



SLUG

EXP: 35
Zenny: 20



THUNDER

EXP: 16
Zenny: 18
Item 1: Taser
Enemy Skills: Charge
Comments: immune to Electric, weak vs. Wind



VILE WEED

EXP: 750
Zenny: 0
Item 1: Riceball



SPECTRE

EXP: 150
Zenny: 75
Item 1: Wisdom Seed
Item 2: Barrier Ring
Comments: Attacks AP



VOLT

EXP: 84
Zenny: 6
Item 1: Taser
Item 2: Nothing
Enemy Skills: Charge
Comments: immune to Electric, weak vs. Wind



VULCAN

EXP: 180
Zenny: 300
Item 1: Protein
Item 2: MagmaArmor
Enemy Skills: Lavaburst, Air Raid
Comments: immune to Flame, but will wake up with Flame, can receive more EXP when defeated while awake, weak vs. Frost



WRAITH

EXP: 1,250
Zenny: 275
Item 1: Soul Gem
Item 2: Divine Helm
Comments: attacks party's AP



ZOMBIE

EXP: 8
Zenny: 8
Item 1: Clothing
Item 2: Bracers
Comments: weak vs. Healing and Holy



ZOMBIE DR

EXP: 80
Zenny: 215
Item 1: MultiVitamin
Item 2: Vitamin
Enemy Skills: Bone Dart
Comments: weak vs. Healing and Holy



SKILLS AND ABILITIES LIST

Using Skills and Abilities is important in *Breath of Fire III*. Not only do you gain abilities when your characters advance levels throughout the game, you can also learn Skills from Masters and enemies. Party members can share all the Skills they learn from Masters and enemies by using Skill Ink while camping. If a character learns a Skill he or she can't use successfully, it's best to give it to another party member.

For example, say Garr learns the Flying Kick Skill from an Assassin. His low Agility makes using the Skill inconsistent and weak. But if you give that Skill to Rei or Momo, you'll have more success. Their speed alters the Flying Kick's damage potential. This is important to keep in mind, especially when dealing with Masters. If a character with low Intelligence learns a Skill like Myollnir from Deis, the damage he or she inflicts with it will be drastically lower than if someone with high Intelligence used it. Ration Skills to party members who can make the most of them.

GAINING SKILLS

"Skills" are spells or attacks learned solely from Masters and enemies. Those gained when advancing levels are called "Abilities." You can learn Skills from Masters by apprenticing with them and fulfilling certain requirements while signed on with them. Learning Skills from enemies requires you to examine them during battle. Although the process of gaining Skills from Masters and enemies is fairly simple, there are some things you should know before you start.

Because one of the game features involves the ability of party members to share Skills, you can never learn the same enemy Skill more than once. If someone in your party already has learned the Flame Strike Skill from Insector, you can't learn it again as a different character. Also, if a Master already has taught you or someone in your party a Skill an enemy uses in battle, you can't learn it again. The same applies for the reverse situation. If you've already learned a Skill from an enemy that a Master can teach you, that Master will skip that Skill and move on to the one. Here's an example: If Ryu learns the Charge Skill from a Goo Titan and he apprentices with Fahl, Fahl won't teach Ryu the Charge Skill again. Instead, he'll skip ahead to the next Skill, Resist.

The exception to this "no doubling up" Skills rule occurs when a character gains a spell or attack as an Ability. If Ryu gains the Barrier spell and Momo signs up with Emitai, she'll still learn Barrier as a Skill from him, even though Ryu already has it in his spell inventory as an Ability. It may take awhile to understand this aspect of Skills and Abilities, but it's not too difficult to grasp once you've begun examining enemies and beefing up your Abilities menu.

THE SKILLS LIST

The Skills table in this section includes the Skill name, its description, who or what you can learn the Skill from, the AP cost of casting it, and how useful the spell will be to you during the game. Five stars is the high end of the scale, meaning the Skill should stay in your inventory until you meet with monsters that render it ineffective. Some of the Skill you learn early on in the game will be useless by the time you're setting foot in the second half. But this doesn't mean all the earlier Skills are useless. Some will remain staples in your battle plan until the very end, and these are the Skills that score highest in usefulness.

Skills with one star or no star speak for themselves. Some low-end Skills may fulfill a requirement for a Master or to access a secret, however.

SKILLS

SKILL NAME	DESCRIPTION	LEARNED FROM	AP COST	USEFULNESS
Air Raid	Attack: cancels next move	enemy	3	★★★
Aura	Holy attack vs. one: power raised x2	Ladon	25	★★★★★
Bad Back	Your enemy threw his or her back out	enemy	0	★
Backhand	Attack vs. one target: nonlethal	Durandal, enemy	0	★
Barrier	Raise one target's Magic defense	Emitai	4	★★
War Shout	Raise power of all targets	Meryleep	6	★★★★
Benediction	Resurrects all dead party members	Hondara, enemy	20	★★★★
Berserk	Raises power for three turns: then death	Giotto, enemy	2	★
Bite	Attack: lowers defense	enemy	0	★★★
Blind	Attack: induces blindness	enemy	0	★
Blitz	Attack vs. all: takes half of user's HP	enemy	0	★
Blizzard	Frost attack vs. all	Deis	10	★★★★
Bone Dance	Attack: causes confusion	enemy	3	★★★
Burn	Flame attack vs. one target	enemy	1	★★
Celerity	All abilities raised: useable at fixed intervals	Deis	0	★★★★
Chakura	Raise intelligence of one target	Emitai	2	★★
Charge	Attack altered by Defense	Fahl, enemy	0	★★
Charm	Increases chance of finding item	Meryleep	0	★★★★
Chill	Frost attack vs. all: lowers target Agility	enemy	7	★★★
Counter	Raises counterattack percentage	Fahl	0	★★★
Demonbane	Attack: extra damage to demons	Hachio	1	★★★★
Disembowel	Critical attack: Max HP down	Bunyan, enemy	0	★★★★
Double Blow	Two attacks vs. one target	enemy	2	★★★★
Douse	Weakens one target to flame attacks	enemy	0	★
Evil Eye	Paralyze single target	enemy	7	★★
Feign Swing	Take a practice swing	Durandal	0	★
Flame Strike	Flame attack vs. one target	enemy	1	★
Flying Kick	Damage altered based on Agility	enemy	0	★★★★
Focus	Raises Power when used: max. x2	Master, enemy	0	★★★★
Frost	Frost attack vs. one target	Mygas, level up	2	★★★★
Frost Strike	Frost attack vs. one target: induces sleep	enemy	2	★★
Gloom	Turns single target into undead	enemy	1	★★
Holy Strike	Holy attack vs. one target	Ladon	2	★★
Inferno	Flame attack vs. all	Master, level up	10	★★★★
Influence	Bait enemy	enemy	0	★
Intimidate	Cancels one enemy's turn	D'Lonzo, enemy	0	★★
Jump	Jump attack (random damage)	enemy	0	★★★★
Kyrie	Destroys undead	Hondara, level up	5	★★★★
Lavaburst	Flame attack vs. all	enemy	10	★★★★
Last Resort	Raises Power by lowering Defense to zero	enemy	0	★

SKILL NAME	DESCRIPTION	LEARNED FROM	AP COST	USEFULNESS
Magic Ball	Attacks one target with ball of pure magic	Mygas, enemy	2	★
Meditation	Raises Intelligence when used: max. x2	Mygas, enemy	0	★★
Mighty Chop	Attack vs. one target: ignores Defense	Hachio, enemy	0	★★★
Mind's Eye	Raise accuracy temporarily	Ladon	0	★
Mind Flay	Attack: lowers Intelligence	enemy	0	★
Mind Sword	Attack target with a magic sword	Emitai, enemy	2	★
Monopolize	Steals all EXP	D'Lonzo	0	★
Multistrike	One to three attacks: half damage	enemy	0	★
Myollnir	Electric attack vs. all targets	Deis, level up	10	★★★★★
Shield	Raises all targets' Defense	Yggdrasil, level up	2	★★★★★
Snap	Attack vs. one: ignores Defense	enemy	0	★
Spirit Blast	Attack vs. one target: ignores Defense	enemy	0	★
Spirit Punch	Attack vs. one: lowers Defense	enemy	0	★
Recall	Casts random spell	Yggdrasil	2	★
Resist	Invulnerability for one turn	Fahl, enemy	2	★
Rest	Restores a few HP and AP	enemy	0	★
Risky Blow	Critical hit	Bunyan, enemy	0	★★
Sacrifice	Target critically wounded, user dies	enemy	1	★
Sanctuary	Dispels all support magic	Yggdrasil	5	★★
Shadowwalk	Warp attack: instant kill	Meryleep	8	★★★★★
Sirocco	Flame and wind attack vs. all	Deis	12	★★★★★
Snooze	Restores a few HP and AP	enemy	0	★
Steal	Steals item from enemy	D'Lonzo	0	★★★★★
Sudden Death	Casts death on random target	Giotto	1	★
Super Combo	Attack vs. one target: press button	Bunyan	12	★★★★★
Target	Attack: accuracy raised, Power decreased	enemy	0	★
Timed Blow	User's HP critically wounded	enemy	0	★
Thunder Clap	Electric attack vs. one target	enemy	3	★★
Thunderstrike	Electric attack vs. one target: paralyze target	enemy	7	★★
Tornado	Critically wounds random targets	enemy	4	★★★★
Transfer	Share AP with one target	enemy	10	★
Triple Blow	Three attacks vs. one target	enemy	5	★★★★★
Trump	Useable at zero AP: casts random spell	Giotto	0	★★
Tsunami	Water attack vs. all	enemy	20	★★★★★
Typhoon	Wind attack vs. all	Mygas, level up	7	★★★★★
Unmotivate	Removes will to fight	Durandal, enemy	0	★
Wall of Fire	Flame attack vs. one	enemy	4	★★
Wind Strike	Wind attack vs. one	enemy	1	★
Ward of Light	Raises Defense and counterattacks	Ladon	5	★★

ABILITIES

Characters acquire Abilities automatically when they gain levels. Party members can't share them as they can Skills. Get to know each character's natural abilities well and they may provide clues to which party member is best for each situation.

ABILITY TYPE: HEAL

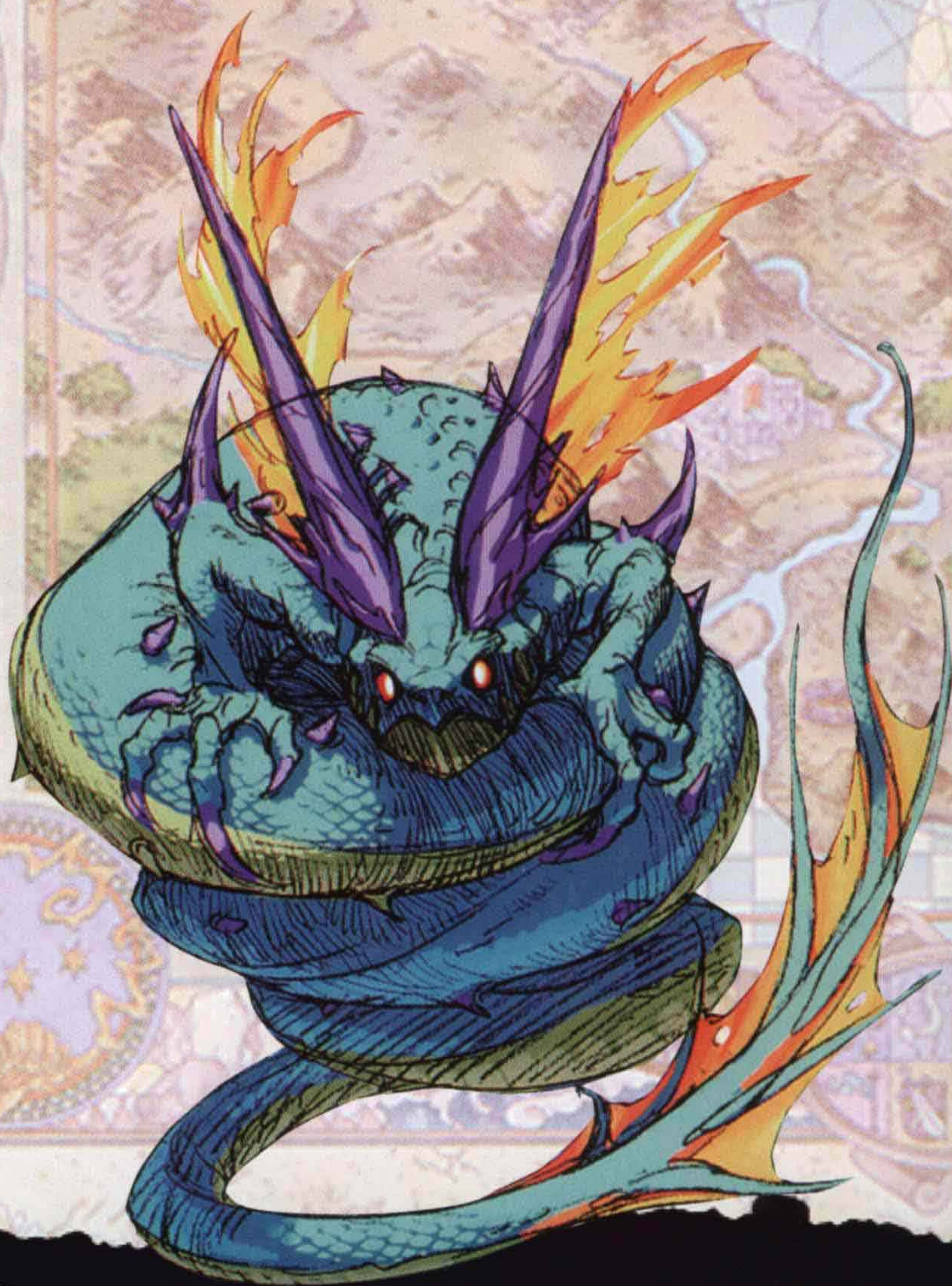
NAME	USE	AP COST	WHO LEARNS IT
Heal	Heal light wounds on one target	4	Ryu, Momo
Drain	Steal one target's HP	3	Nina
Leech	Steal one target's AP	0	Nina
Purify	Cures poison	4	Ryu, Momo, Peco
Raise Dead	Chance of restoring dead party member	10	Ryu, Momo
Rejuvenate	Heals medium wounds on one target	7	Ryu, Momo, Peco
Remedy	Cures all status changes	7	Ryu, Momo
Restore	Heals heavy wounds on one target	12	Ryu
Vigor	Heals heavy wounds on all targets	50	Ryu
Vitalize	Heals medium wounds on all targets	20	Ryu, Momo

ABILITY TYPE: ASSIST

NAME	USE	AP COST	WHO LEARNS IT
Barrier	Raise Magic Defense of one target	4	Ryu
Blunt	Weaken one target's Defense	1	Nina, Rei
Confuse	Induces confusion in one enemy	2	Momo
Dream Breath	Induces confusion in all targets	2	Peco
Foretell	Divine the outcome of combat	0	Momo
Identify	Displays enemy's stats	0	Momo
Might	Raise one target's Power	4	Momo
Protect	Raise one target's Defense	2	Ryu, Momo
Shield	Raise all targets' Defense	4	Ryu
Silence	Stops magic use by all targets	2	Momo
Slow	Lower one target's Agility	1	Momo, Rei
Sleep	Induces sleep in all targets	3	Momo
Speed	Raise one target's Agility	2	Momo, Rei
Venom Breath	Poisons all targets	3	Peco
Weaken	Lower one target's Power	1	Nina

ABILITY TYPE: ATTACK

NAME	USE	AP COST	WHO LEARNS IT
Accession	Change into Dragon form	0	Ryu
Bonebreak	Attack: useable at fixed intervals	0	Ryu
Cyclone	Wind attack vs. one target	2	Nina
Death	Destroy one target	5	Rei
Fireblast	Flame attack vs. all targets	5	Garr
Flare	Flame attack vs. one target	2	Garr
Frost	Frost attack vs. one target	2	Nina, Teepo
Gambit	Critical on hit	0	Garr
Iceblast	Frost attack vs. one target	5	Nina
Inferno	Flame attack vs. all	10	Garr
Jolt	Electric attack vs. all	3	Nina, Rei
Kyrie	Destroy undead	5	Garr
Lightning	Electric attack vs. all targets	7	Nina, Rei
Myollnir	Electric attack vs. one target	10	Rei
Pilfer	Steals item from enemy	0	Rei
Pyrokinesis	Flame attack vs. one	1	Garr
Quake	Earthquake	7	Momo
Ragnarock	Comet (vs. all enemies)	12	Momo
Simoon	Flame and wind attack vs. one target	4	Nina, Teepo
Typhoon	Wind attack vs. all targets	7	Nina
Weretiger	Raises power: slowly becomes berserk	0	Rei



ODDS 'N' ENDS



Just when you thought you'd figured out all the game's secrets and optional side missions, you find still more things you must accomplish before you can be called an official *Breath of Fire III* aficionado! The walkthrough touched on some of the following secrets, but here we provide in-depth descriptions of the whats and how-to's of the game's secrets.

COUPONS!

If you've done your homework and talked to absolutely everyone in every town, you may remember chatting with a man in Sin City who mentions an item that allows you to purchase items from any shop in the game more cheaply. Want to find that item? First, you must reach the second half of the game, after Ryu is re-found in the Dauna Mine. Make sure Momo is in your party, head back to the far-northwest section of the world map, and return to Dauna Mine.

Make your way into the mine and find the area on level B2 with cart tracks and blue switches. When you get to the right place, find the small ramp on the far-left side of the room and proceed north to the upper walkway.

Remember the rooms behind the area where you originally fought the Zombie Dragon? You must make your way across the upper walkway to the far right and find the hallway there with a door leading into a small room. You'll find a chest inside you may already have grabbed the MultiVitamin from. Behind the chest is a wall that appears less than sturdy. Have Momo blast a hole in the weakened area of the wall, pass through, and pick up the Coupons accessory from a chest there!

The Coupons, when equipped, automatically discount every item, weapon, or piece of armor a whopping 10 percent at every shop in the game. However, you must make sure the person equipped with the Coupons accessory is in your immediate party when you visit a shop, or you won't receive the discount.



THE KOMBINAT MACHINE SOLDIER

When you reach the Lost Shore and dock at Kombinat, you may want to take some extra time to search for a special machine soldier hiding behind some boxes. Look for him between two crates on the right side of the items and weapons shop building. When you find it, talk to it and it will spout off a long rambling monologue of mechanical gobbledy gook. Immediately after its “speech,” you may choose from six responses. Choose the third choice from the top (“Vuguguuoubidea”). The machine soldier then ends the conversation by handing you a Homing Bomb weapon for Momo to use.

This gets your hands on a new weapon for Momo several locations earlier than you would receive it otherwise.

DESERT SECRETS

When you reach the Oasis town on the northern edge of the vast Desert of Death, you may stumble on a man sitting near the counter in the items shop. If you talk to him, he offers to tell you two stories about his trips through the desert. You can choose to hear his tale about “when he got lost” on the way to the Factory from the Oasis, or you can listen to his story about when he “went the wrong way” on his return trip from the Factory to the Oasis. The two “stories” are actually directions to locations in the Desert of Death containing rare items for you to pick up, if you’re willing to brave the monotony of the sandy wasteland again.

The trips to each of the secret item locations can be grueling and confusing if you don’t listen carefully to what the man tells you, so listen carefully and remember the direction you must travel in to pick up either the “important item” or the “cool outfit” he speaks of.

THE “IMPORTANT ITEM”

Begin your trip from the Oasis town. Make sure to have the water girl on the small dock in the village fill your canteen. First, head south for one night. When day breaks, set up camp.

Rest, and then break camp and head south until you enter your first random battle. After exiting the battlefield, turn west and start walking again. Keep heading due west for four nights. When you break camp on the fourth night, the first random battlefield should harbor the secret item—Royal Sword. It looks like a sword with a red sheath near the center of the area. You’ll find it on top of the sand on the battlefield, much as you’d find an item bag. Pick it up, and then return to either the Oasis or the Factory to rest up.

THE “COOL OUTFIT”

Begin your journey from Horis’s Base Camp near the Factory and make sure to fill your canteen from the water jug near the Rakda and the Diary. For the first two nights, head due north, following the North Star. After breaking camp on the second night, look west and check the Evening Star. It should be directly overhead if you face due west. If it is, head west, following the Evening Star.

Continue west for three nights. On the third night, you should come across a random battlefield with an item lying on the sand that looks exactly like a silver breastplate.

You’ve found the Life Armor! Pick it up. When you exit the battlefield, return to either the Factory or the Oasis by talking to the Rakda in camp.



THE TRIAL MONSTERS

If you have Garr in your party when you wander around the Container Yard near Caer Xhan, you may run into some vicious creatures unlike any you've fought before. This is the only place in the game where you'll have the opportunity to do battle with either the ArchMage or the Berserker. The only other enemies in the Container Yard are Tankbots, which you've fought already countless times and will provide minimal challenge. It's random chance that pits you against the ArchMage or the Berserker, but it seems to happen more regularly if you have Garr in your group. These guys are *tough*! The ArchMage packs a deadly wallop with his Myollnir and Mind Sword spells, inflicting 250 to 400 HP of damage against a single character in your party! If you're at levels lower than 44, it's certain death! The Berserker is another brutal enemy, attacking your party with its Fire Whip spell and a devastating physical attack certain to take off 250 to 400 HP per round. Ouch! How do you defeat these foes? Read on.

THE BERSERKER



If you have enough fire resistance and high attack power, give this guy a shot for a lot of EXP!

Before you even think about wandering around the Container Yard looking for a fight with this guy, make sure your characters are above at least level 44 and equip each of them with a Soul Gem. In fact, make sure you're fully stocked on Soul Gems in your inventory so that when you use one up, you can equip another during battle. You'll also want a full supply of Wisdom Fruits to restore Ryu's AP. You can purchase Soul Gems from either the Manillo merchant, while fishing, or from a faerie merchant in the Faerie Village area. You can't get Wisdom Fruits anywhere else in the game, so if you have only a few, consider opening up a Copy Shop in the Faerie Village so you can dupe as many as you need.

You'll also need at least two Rings of Fire to equip on Ryu and your third party member, besides Garr. Garr's natural immunity to Flame attacks will keep him safe from the Fire Whip spell, but not from the physical hits. Preparation may take some time and patience, but you'll need as much help as you can get after you encounter the Berserker.

You'll need Ryu and Garr in the party for the fight, but the third character you pick should be someone with substantial HP who can withstand the Berserker's onslaught. If Ryu has the Dragon Armor, Dragon Helm, and Dragon Shield equipped, he'll automatically absorb Flame attacks; Garr, again, is naturally immune to them, as well. Equip your third character with the Ring of Fire and make sure you have the Aura ability from Ryu's Force Gene.

After you enter battle with the Berserker, have Ryu use his Accession ability to transform into a Warrior Dragon. The best combo for the Warrior in this fight is the Flame Gene, the Force Gene, and another gene, such as Defender or Trance. If you have a Shaman's Ring in your inventory, equip it on Ryu before he transforms so he consumes less AP during Accession.

The plan of attack is to whittle away at the Berserker with Ryu's Aura attack; you'll consistently hit it for 800 to 1,600 HP of damage! Have your other characters provide Wisdom Fruits and Healing spells when they're needed. Physical hits from Garr or other characters do little damage to the Berserker, so rely on Aura to knock HP from the enemy.



ODDS 'N' ENDS



The Berserker stands at approximately 12,500 HP, so you're in for a long fight! But after you defeat it, you'll be nicely rewarded with a massive amount of EXP—and possibly a cool item, such as Rufad's Spear!

THE ARCHMAGE



This guy is the game's toughest enemy by far—tougher even than the end boss!

If you thought the Berserker was tough, wait 'til you get a load of this guy! Not only do his spells strike for an insane amount of damage against your party, but he auto-heals for 1,500 HP at the end of every battle round! You'll definitely want to have your party at Level 45 or higher before even thinking about dueling with the ArchMage. Doing combat with this guy will make the battle with the Berserker seem like child's play, but if you work out a good strategy beforehand, you may stand a chance of taking him down.

Begin your preparation for battle by first duping three copies of the Thunder Ring that you picked up from Tidal Caves. This takes a long time, so do some leveling-up meanwhile. You'll also want to pack a lot of Wisdom Fruits and a good supply of Soul Gems. The Thunder Ring may protect you from the ArchMage's deadly Myollnir, but nothing can save you from his Magic Sword attack, so you'll want to be able to resurrect with little effort. That's where the Soul Gems come in handy. Make sure you have enough to last the long battle. Finally, using the Hourglass in battle allows you to carry out three full turns before everyone joins back in. This is probably the only way you'll be able to take off a significant amount of HP from the ArchMage without him auto-healing and restoring all his lost health!

Once you've equipped everyone with the necessary items, you'll have Garr and Ryu in your party. Again, the third member is up to you, but choose wisely and make sure he or she has a solid amount of HP to duke it out with the ArchMage.

Now hunt down the ArchMage and start the fight by having Ryu use an Hourglass. For his first uninterrupted turn with the Hourglass in effect, have him use his Accession ability to transform into the Warrior Dragon. Make sure to include the Thunder Gene somewhere in the mix so he'll be immune to the Myollnir spell. After Ryu transforms, you'll have two turns to do as much damage as possible. When you reach the end of the three turns, the ArchMage will auto-heal for 1,500 HP. Hopefully, while Ryu is in Accession he can hit for a good deal of damage to compensate for the restored 1,500 HP. Repeat this pattern for all the Hourglasses you have. Ryu can use the Hourglass only if his human form is restored, so allow a full turn to do this.

If you manage to keep your party alive and kicking, you'll dispatch of the ArchMage after a long and grueling fight. It takes a vast amount of patience and careful timing to get the pattern just right and defeat him, but it can be done.

If two of your party members expire, the ArchMage may do you the favor of casting Benediction to resurrect them with full HP. How's that for good sportsmanship? You'll be greatly rewarded when the fight is over, and if you have someone with the Steal ability in your party, pilfer a Soul Gem from him or her during the fight for good measure.





MAPS

Taken straight off the game designer's hard drive, we present to you the Area Maps of *Breath of Fire III*. Use these maps if you get lost or stuck in an area of the game. And for quick reference, the Items & Masters box lists some of the objects that are located within each section.

DAUNA MINES

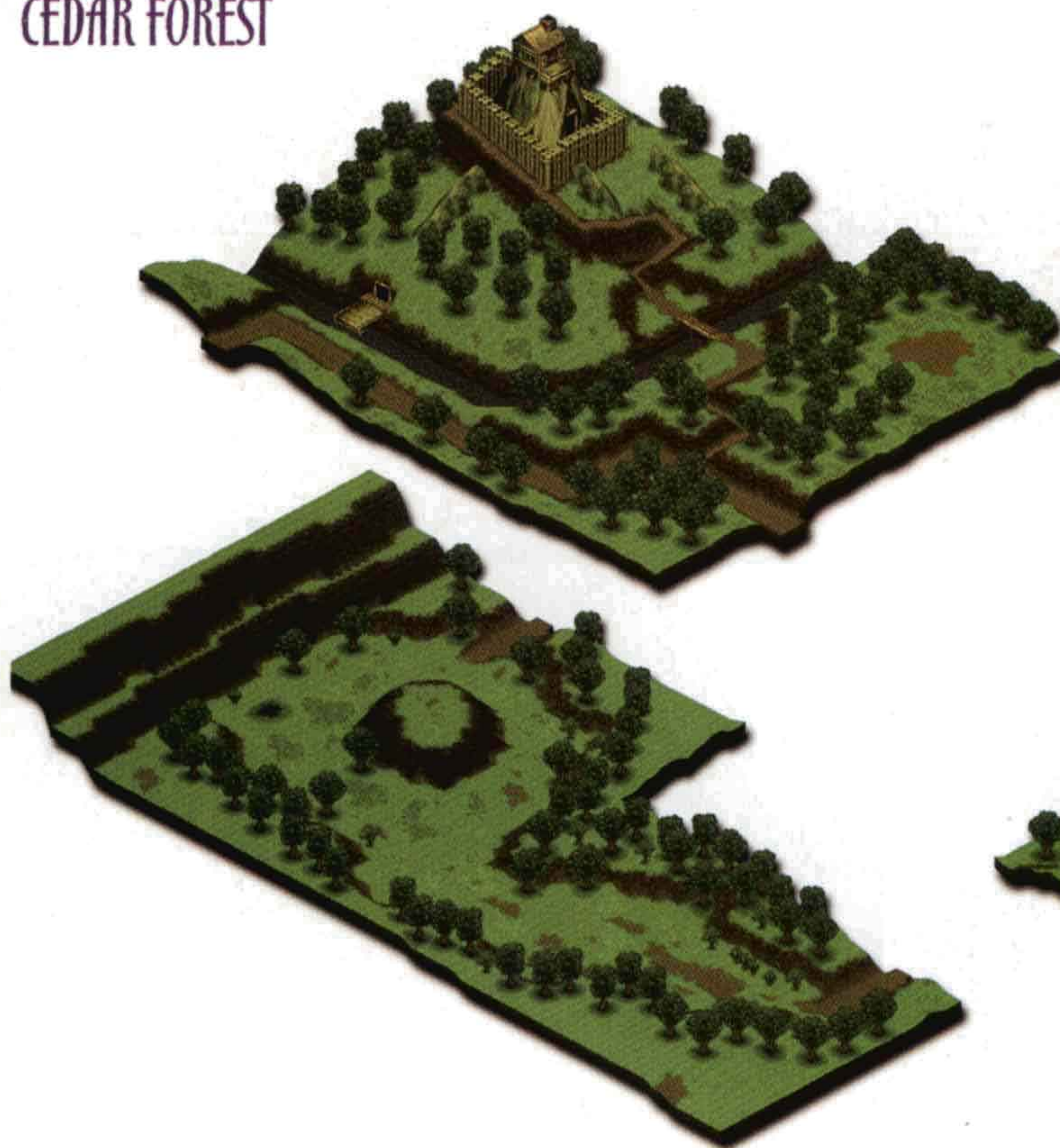
ITEMS & MASTERS

ITEM:

1. Melted Blade



CEDAR FOREST



ITEMS & MASTERS

ITEM:

1. Vitamin, Worm and Healing Herb (All Inside House)
2. Ammonia
3. Skill Ink
4. Green Apple
5. Green Apple

6. Plate (Event), Beef Jerky (Event)

MASTER:

1. Bunyan



MCNEIL VILLAGE AND FARM

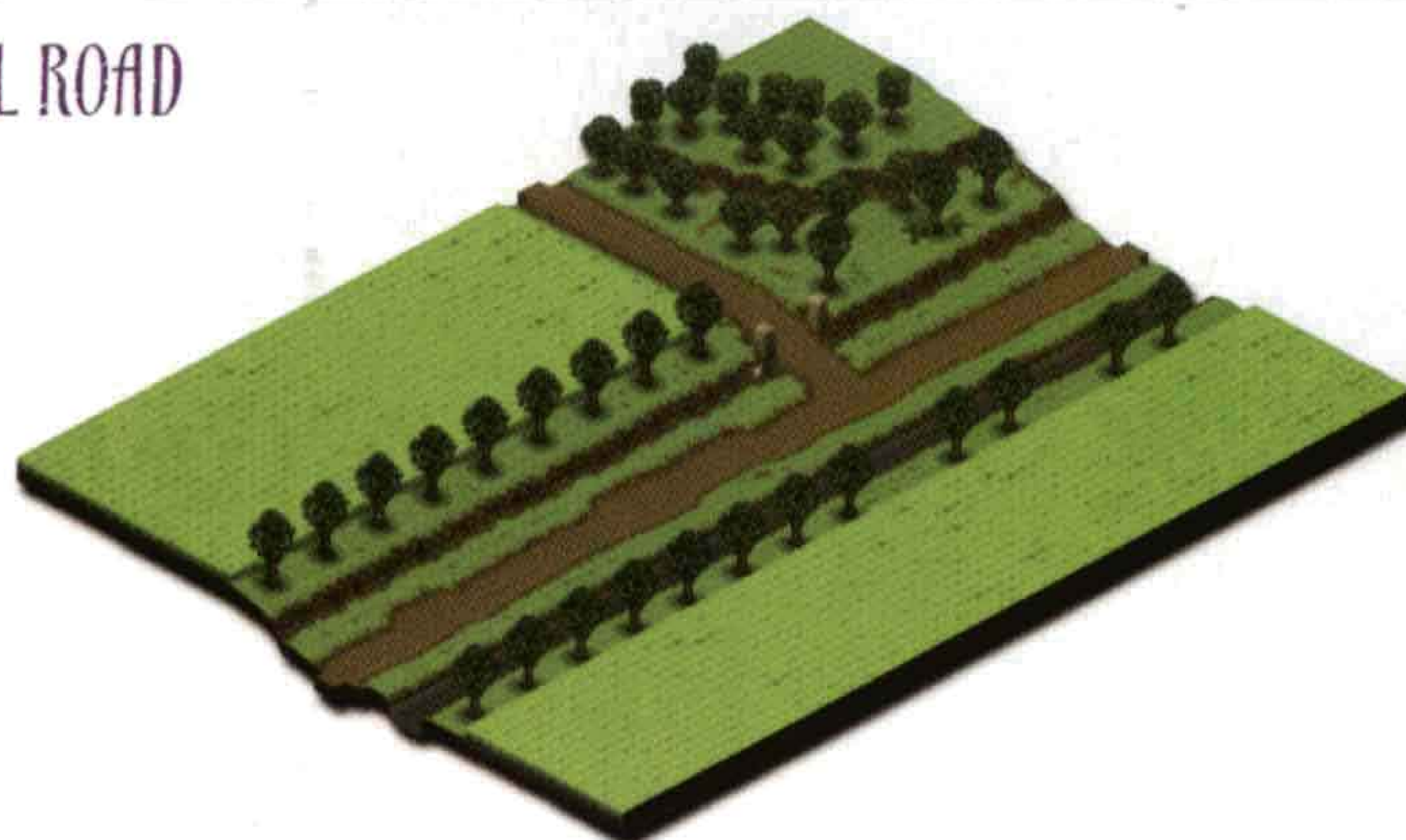


ITEMS & MASTERS

ITEM:

1. Healing Herb (Inside House)
2. Antidote (Inside House)
3. Molotov (Inside House)

YRAALL ROAD

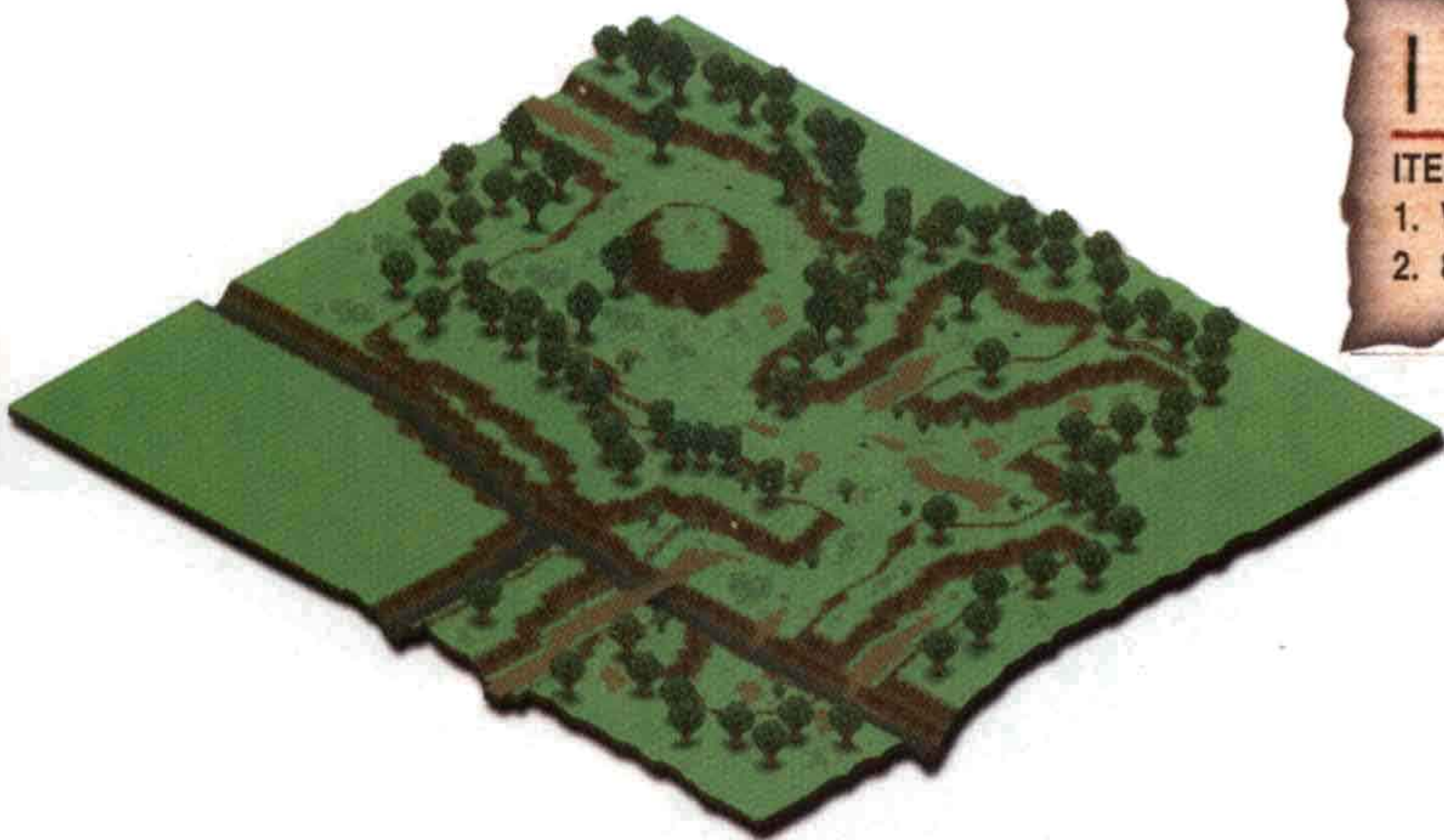


ITEMS & MASTERS

ITEM:

1. 40Z

ROAD TO MT. GLAUS



ITEMS & MASTERS

ITEM:

1. Weather Vane
2. 80Z

MT. GLAUS



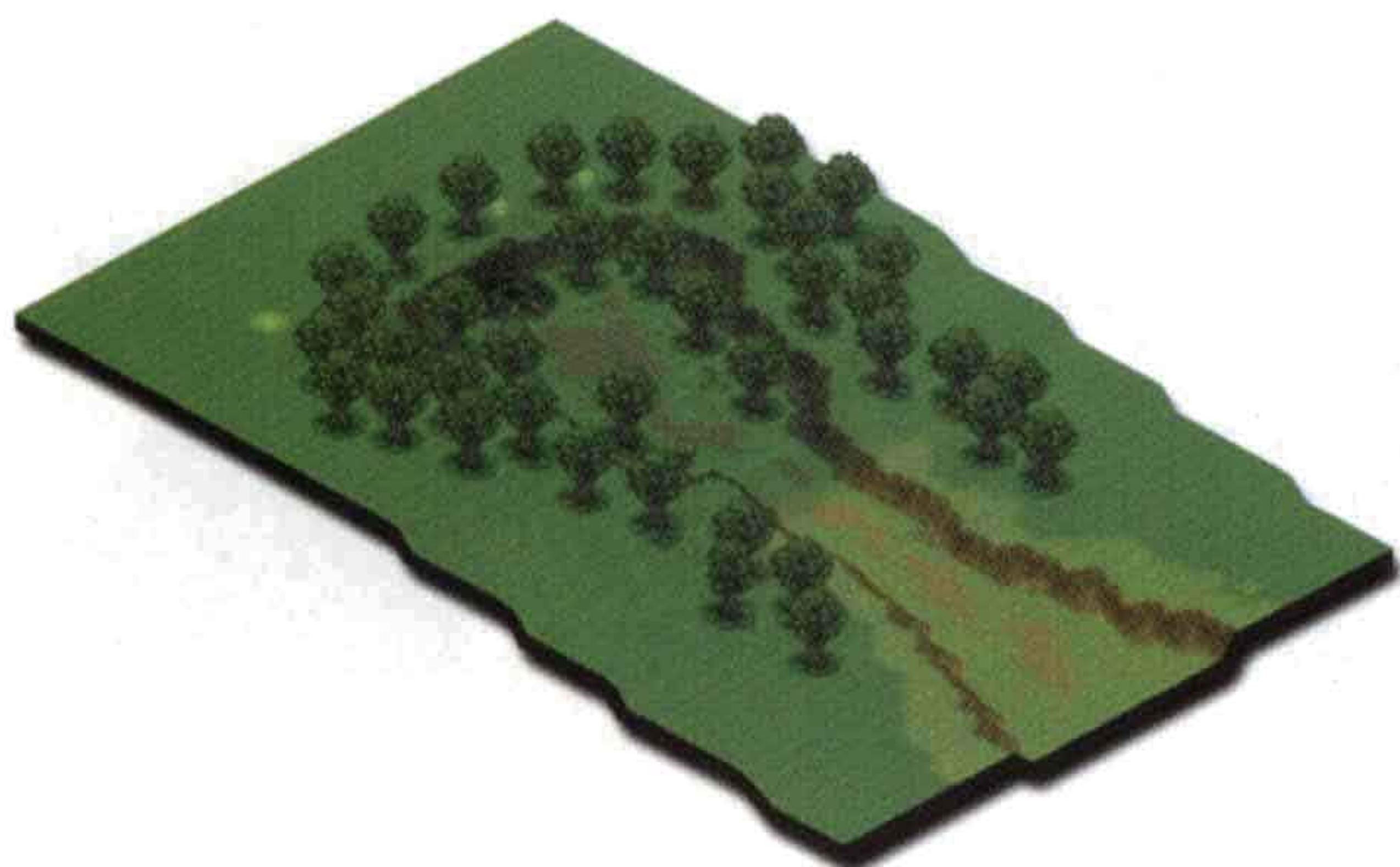
ITEMS & MASTERS

ITEM:

- | | |
|------------------|---------------|
| 1. Antidote | 6. Talisman |
| 2. Cloth Shield | 7. Molotov |
| 3. Heavy Caro | 8. Bent Sword |
| 4. Vitamins | 9. 260Z |
| 5. Ballock Knife | |



MYGAS' GROVE



ITEMS & MASTERS

MASTER:

1. Mygas

OUTSIDE MCNEIL MANSION

ITEMS & MASTERS

ITEM:

1. Vitamin (Inside House)
2. 50Z (Talk to Guard)
3. Wallet
4. Firecracker
5. Egg

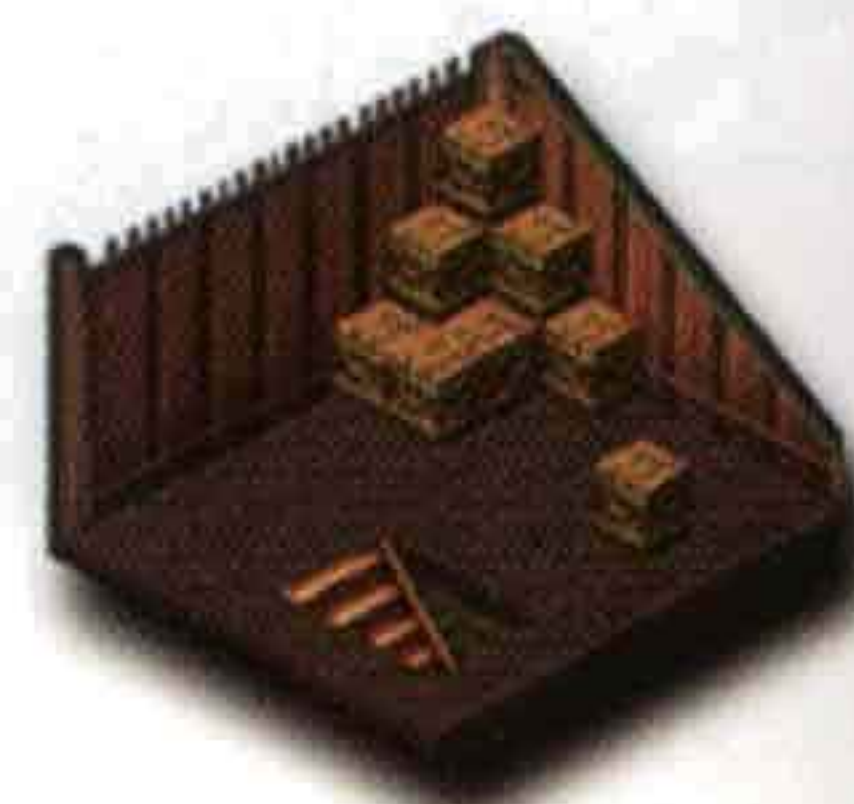
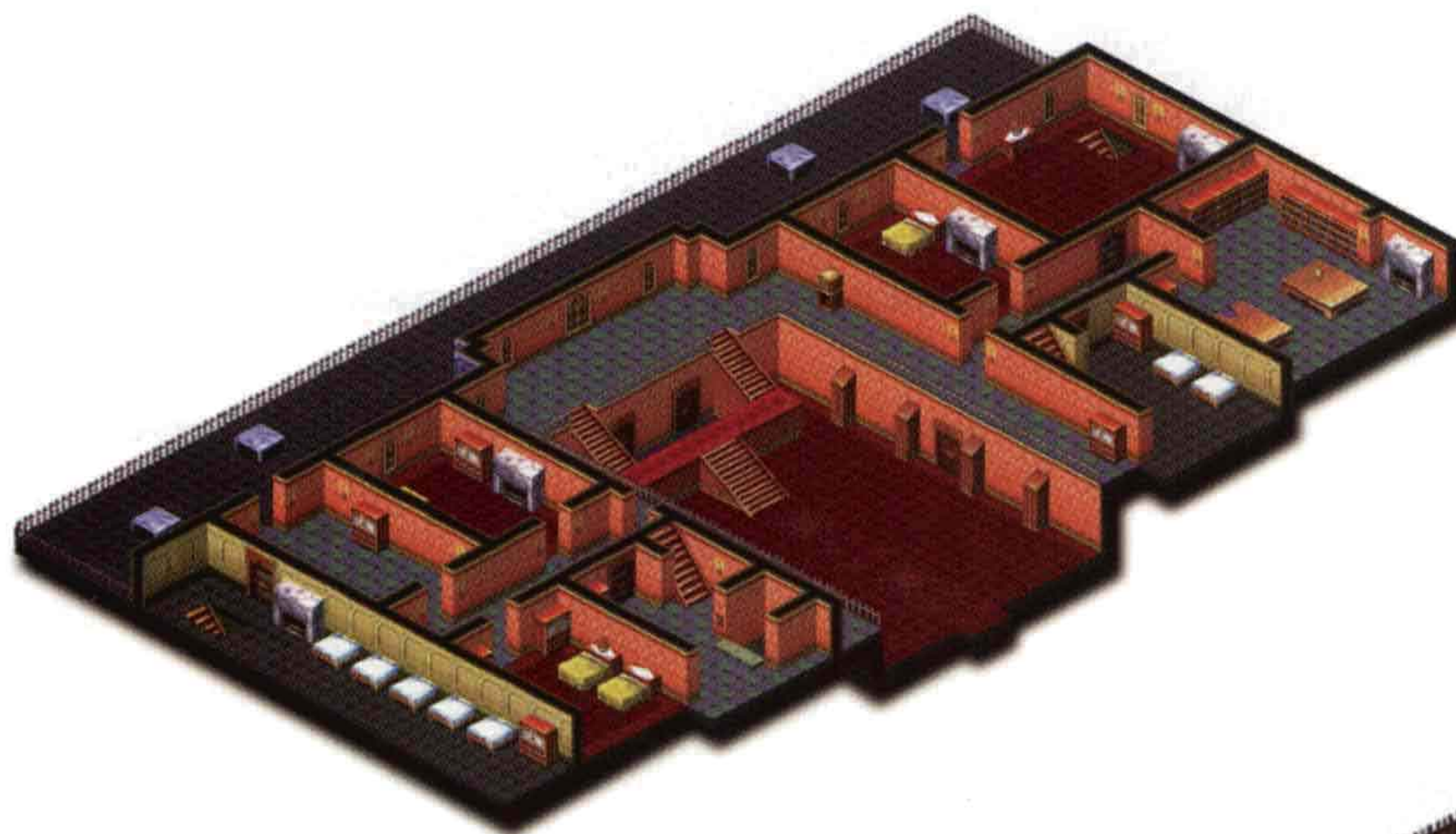


INSIDE MCNEIL MANSION

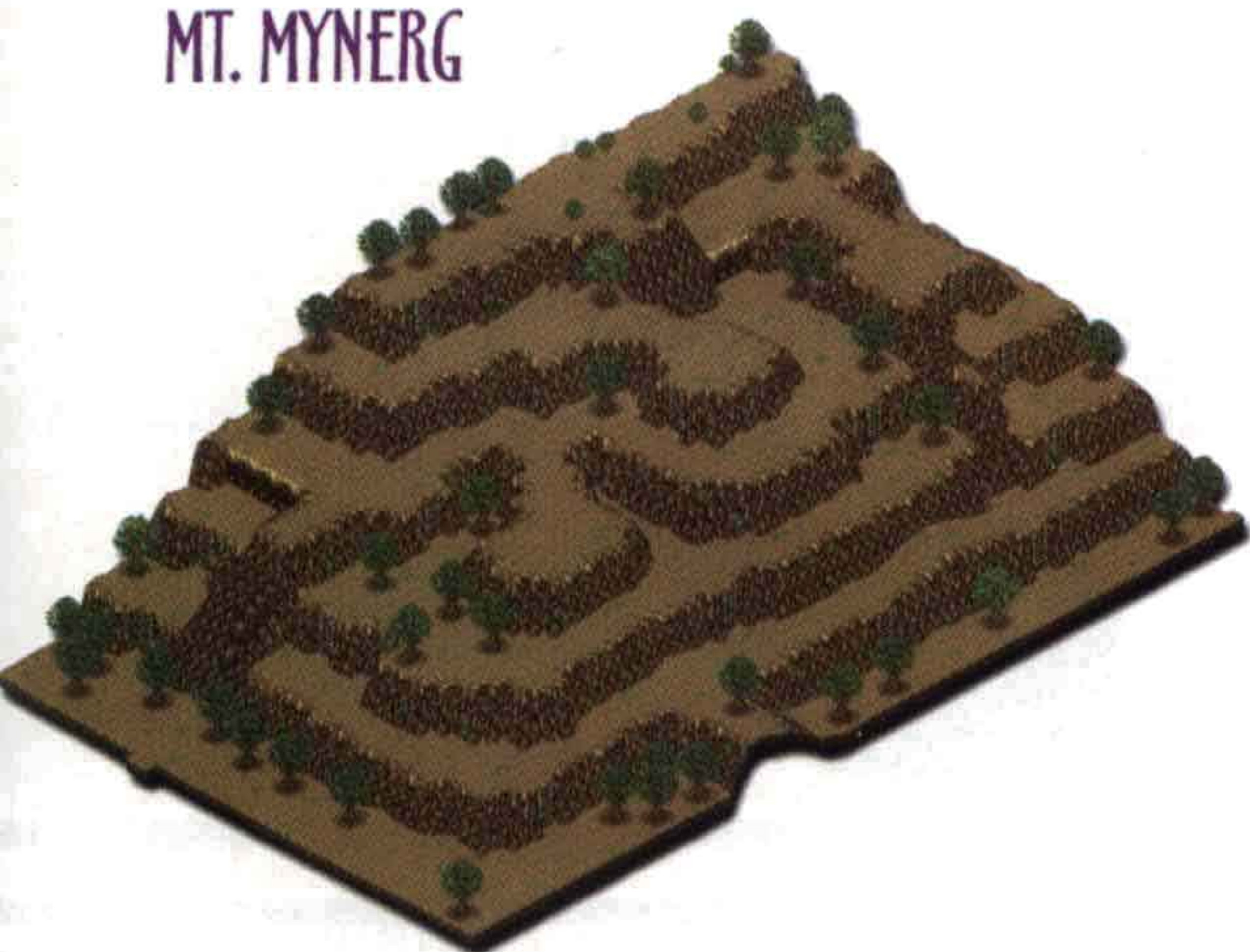
ITEMS & MASTERS

ITEM:

- | | |
|----------------|------------------|
| 1. 40Z | 7. 120Z |
| 2. Panacea | 8. MultiVitamin |
| 3. Magic Shard | 9. Vitamin |
| 4. Vitamin | 10. Healing Herb |
| 5. Gems | 11. Life Shard |
| 6. 600Z | 12. Eye Drops |
| | 13. Taser |



MT. MYNERG



ITEMS & MASTERS

ITEM:

1. Icicle
2. 200Z
3. Bat Amulet
4. Protein

WYNDIA CATACOMBS



ITEMS & MASTERS

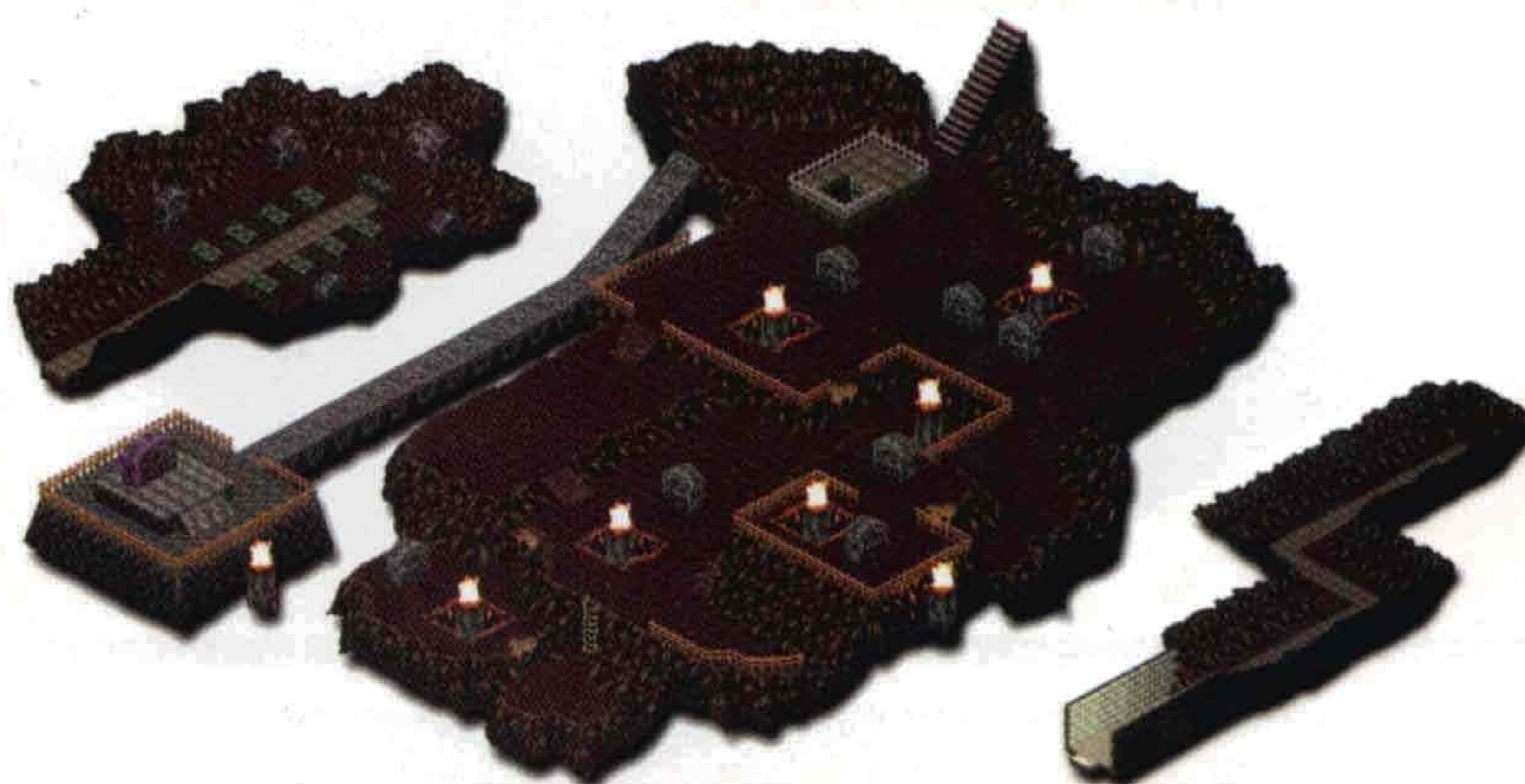
ITEM:

1. Skill Ink
2. Glass Domino
3. Panacea
4. Light Bangle

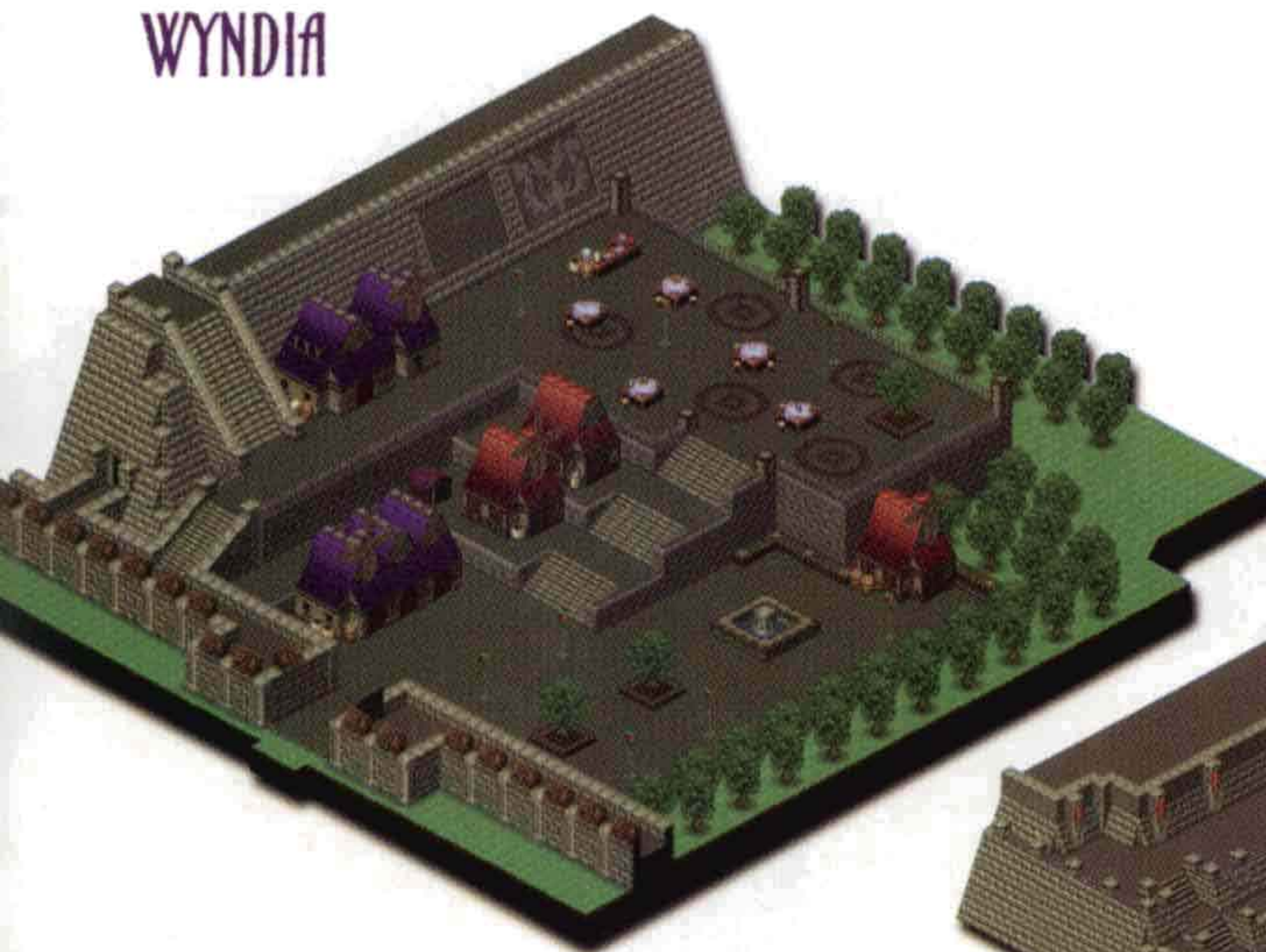
5. Vitamin

6. Laurel

7. Wisdom Fruit



WYNDIA



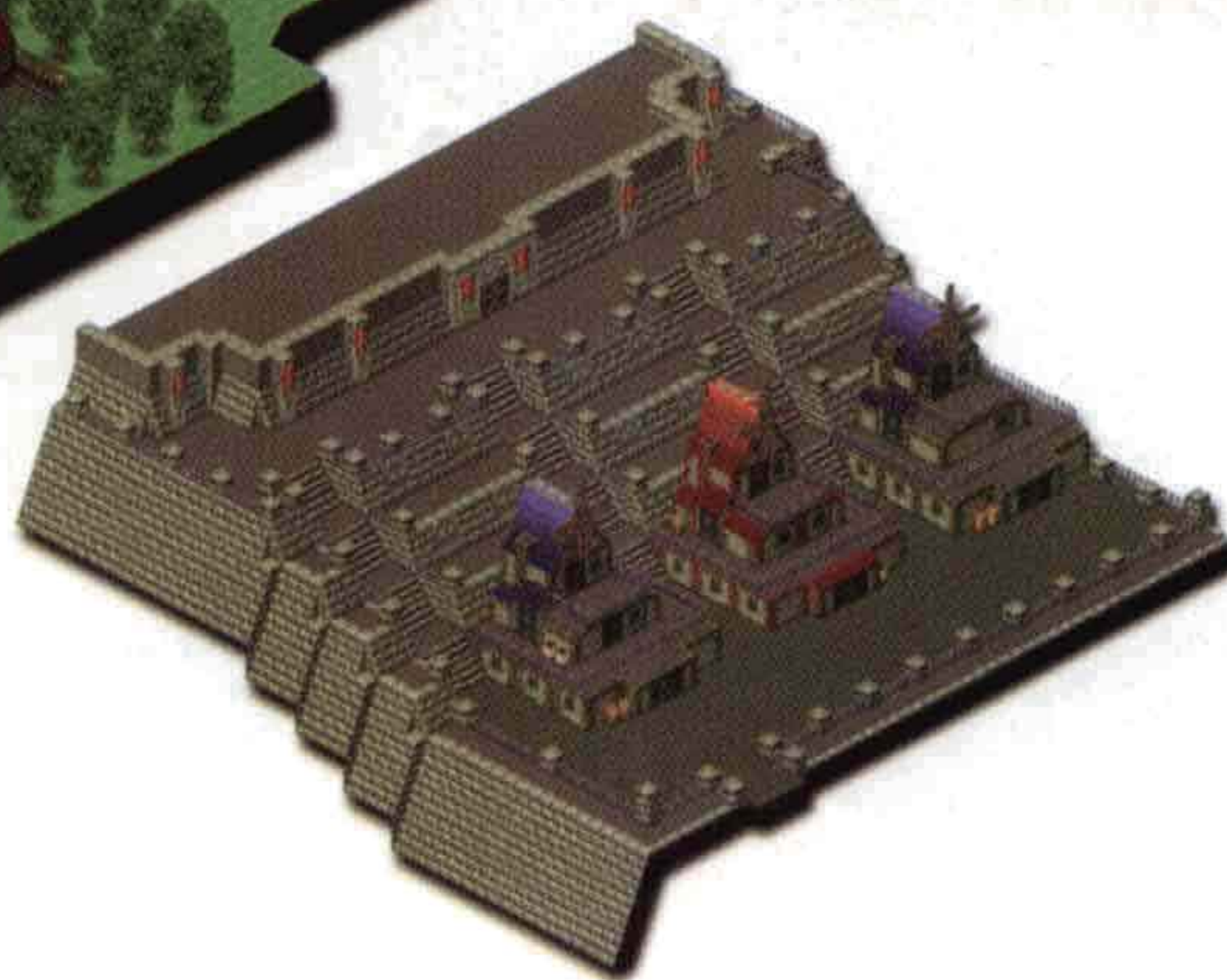
ITEMS & MASTERS

ITEM:

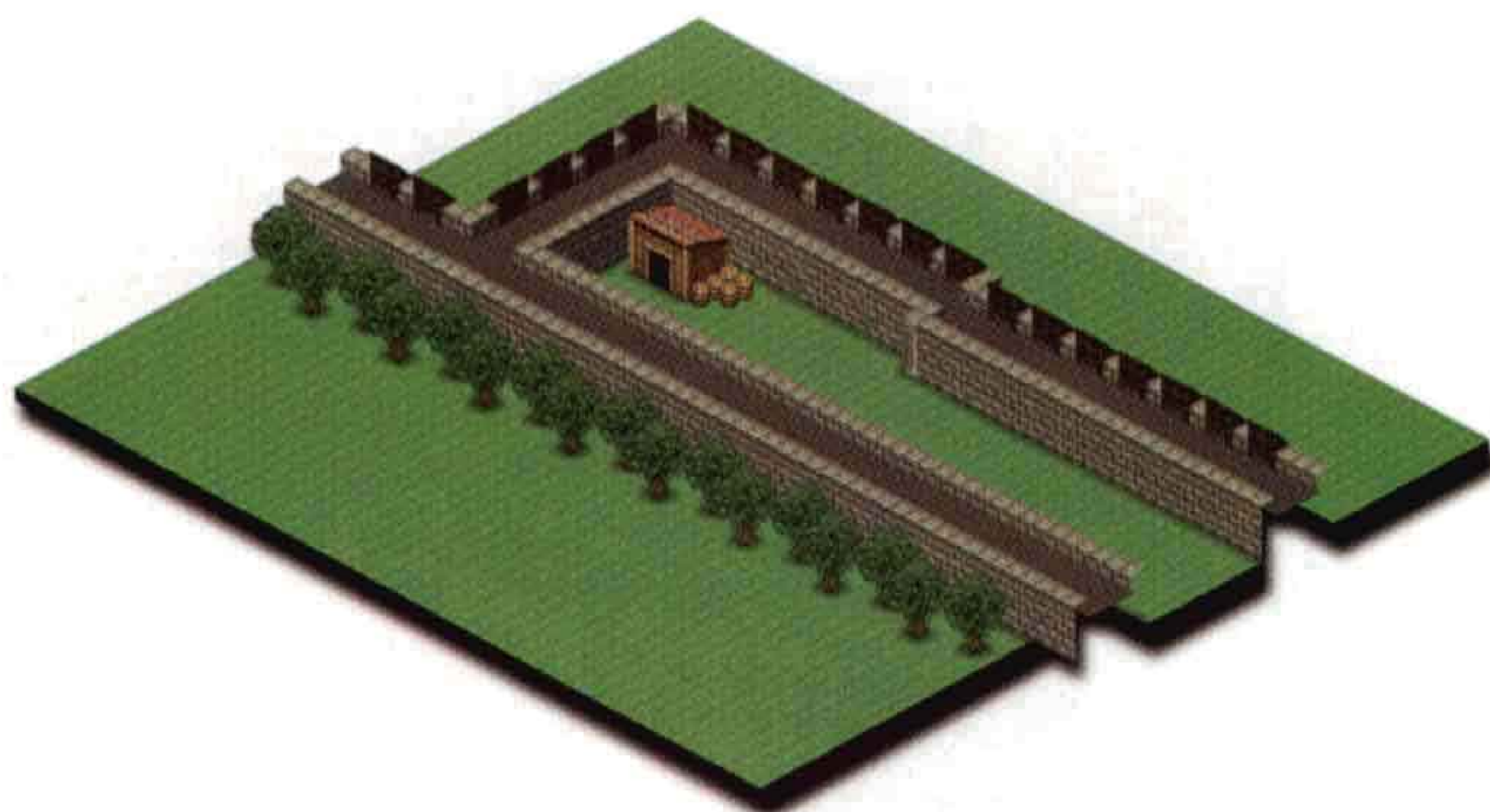
1. Ammonia (Inside House)
2. Healing Herb (Inside H.)
3. Bread x 2 (Inside House)
4. Bread x 2 (Inside House)
5. Moxa (Inside House)

MASTERS:

1. Bais
2. Lang
3. Lee
4. Wynn



WYNDIAN OUTSKIRTS (DURANDAL'S HUT)

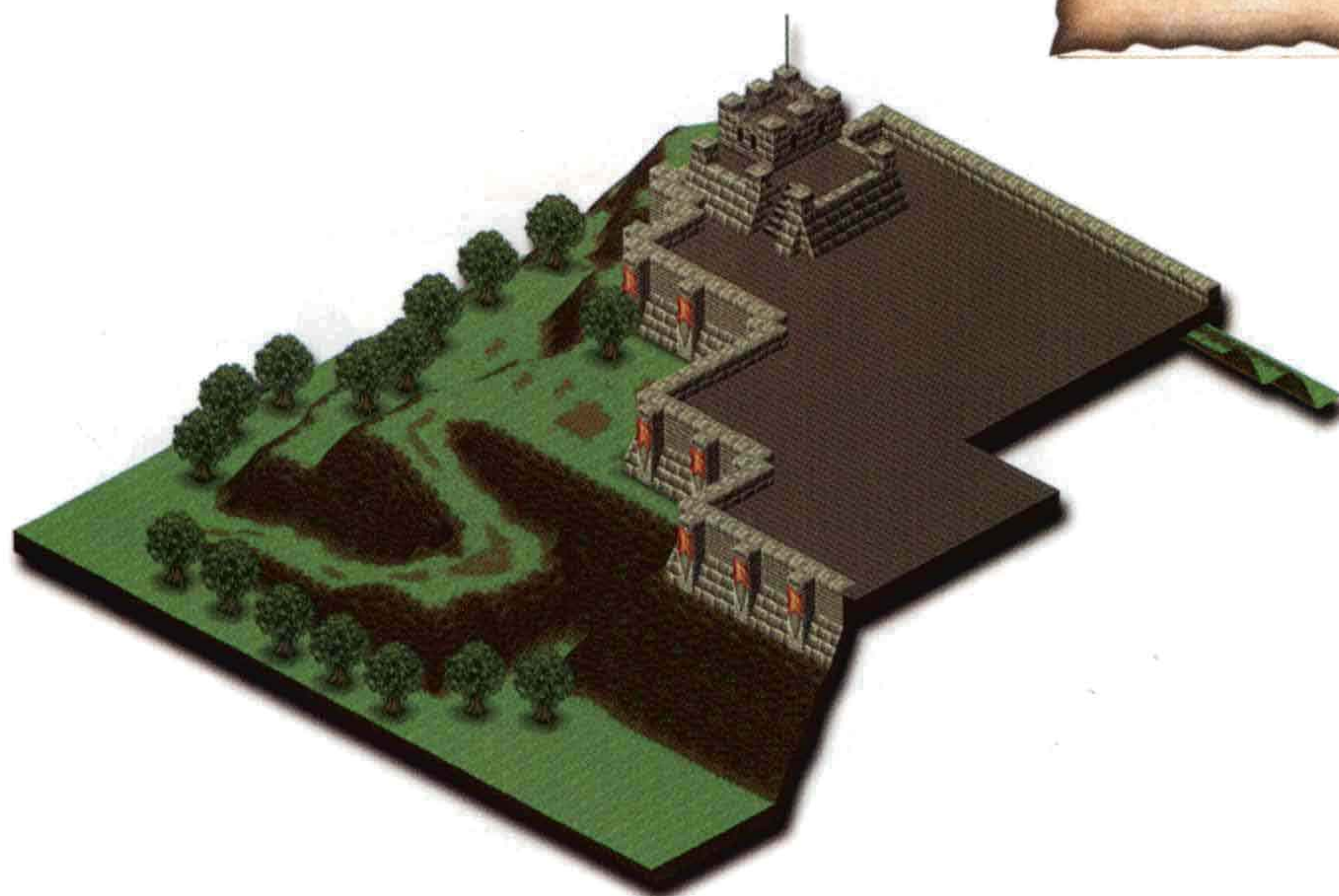


ITEMS & MASTERS

MASTER:
1. Durandal



WYNDIA CASTLE OUTER WALL



ITEMS & MASTERS

ITEM:
1. Ginseng

THE ARENA

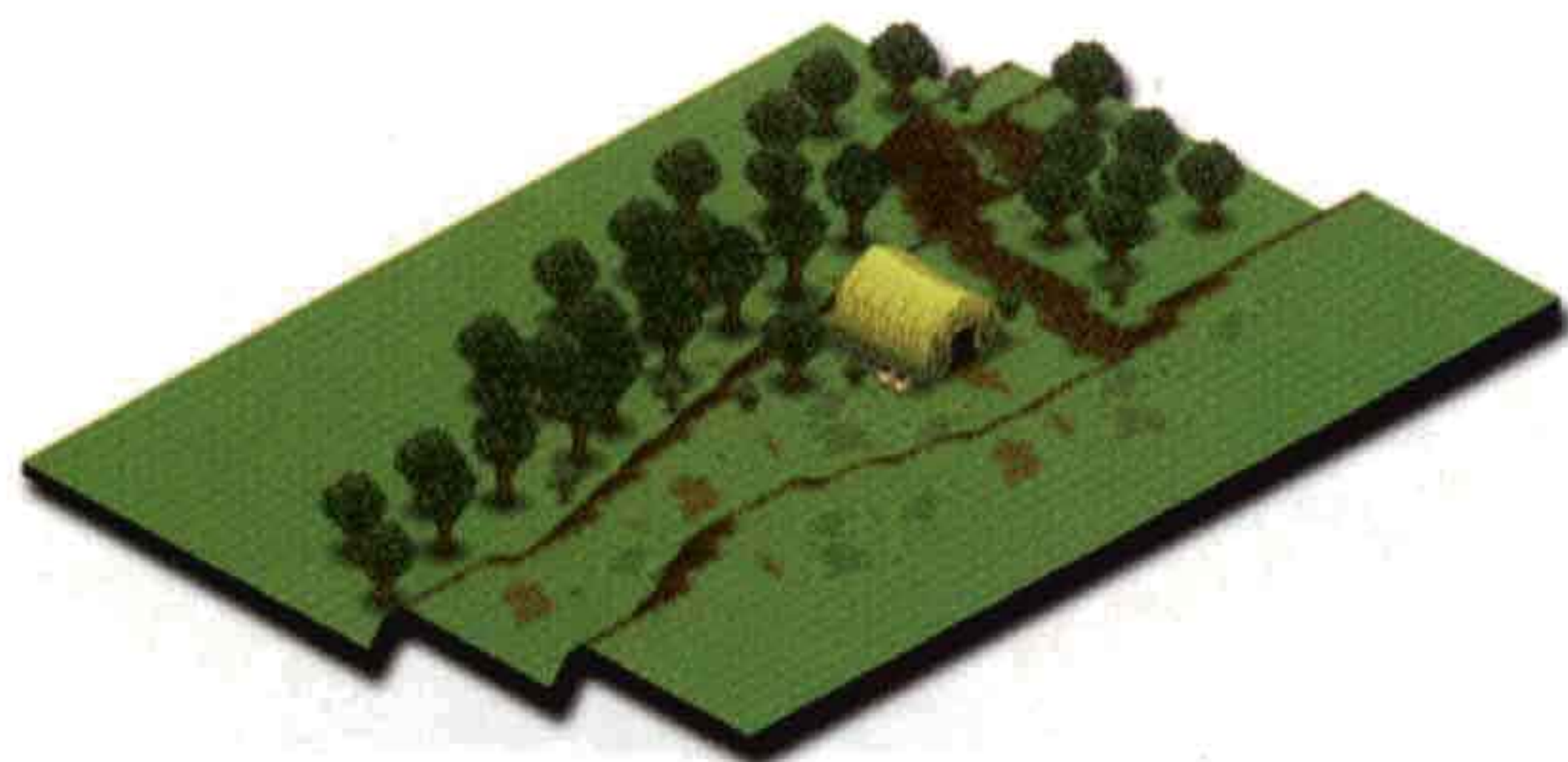


ITEMS & MASTERS

ITEM:
1. 80Z
2. Flyer

MASTER:
Fahl

THIEVES' HUT

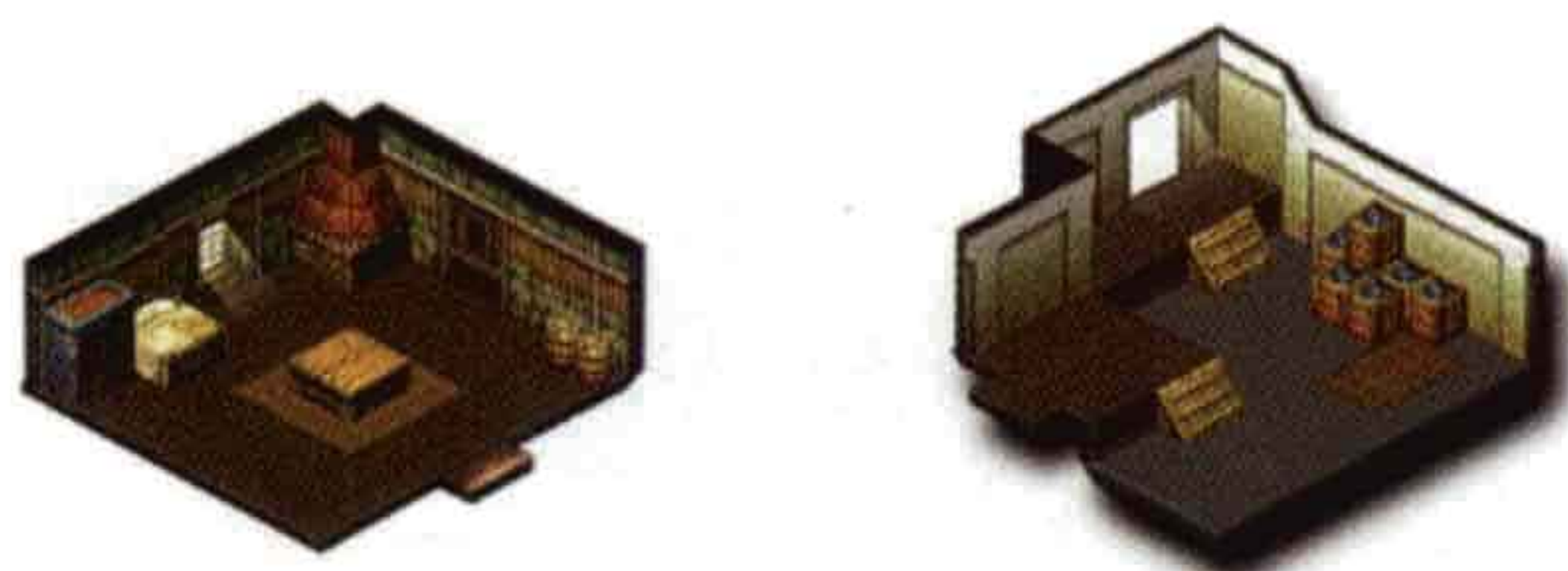


ITEMS & MASTERS

ITEM:

1. Wisdom Fruit
2. Flower Jewel

MT. BOUMORE



ITEMS & MASTERS

ITEM:

- | | |
|------------|---------------|
| 1. Panacea | 3. Buckler |
| 2. 400Z | 4. Bent Sword |
| | 5. Life Shard |



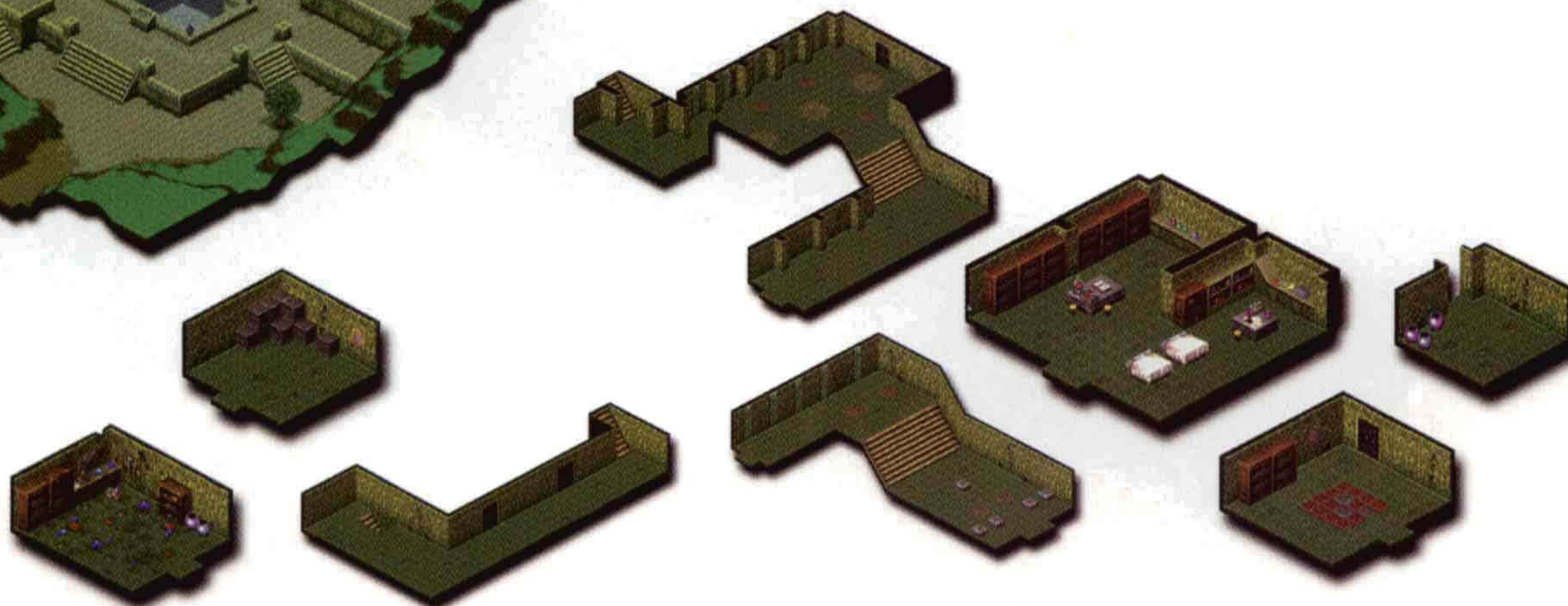
MOMO'S TOWER (1)



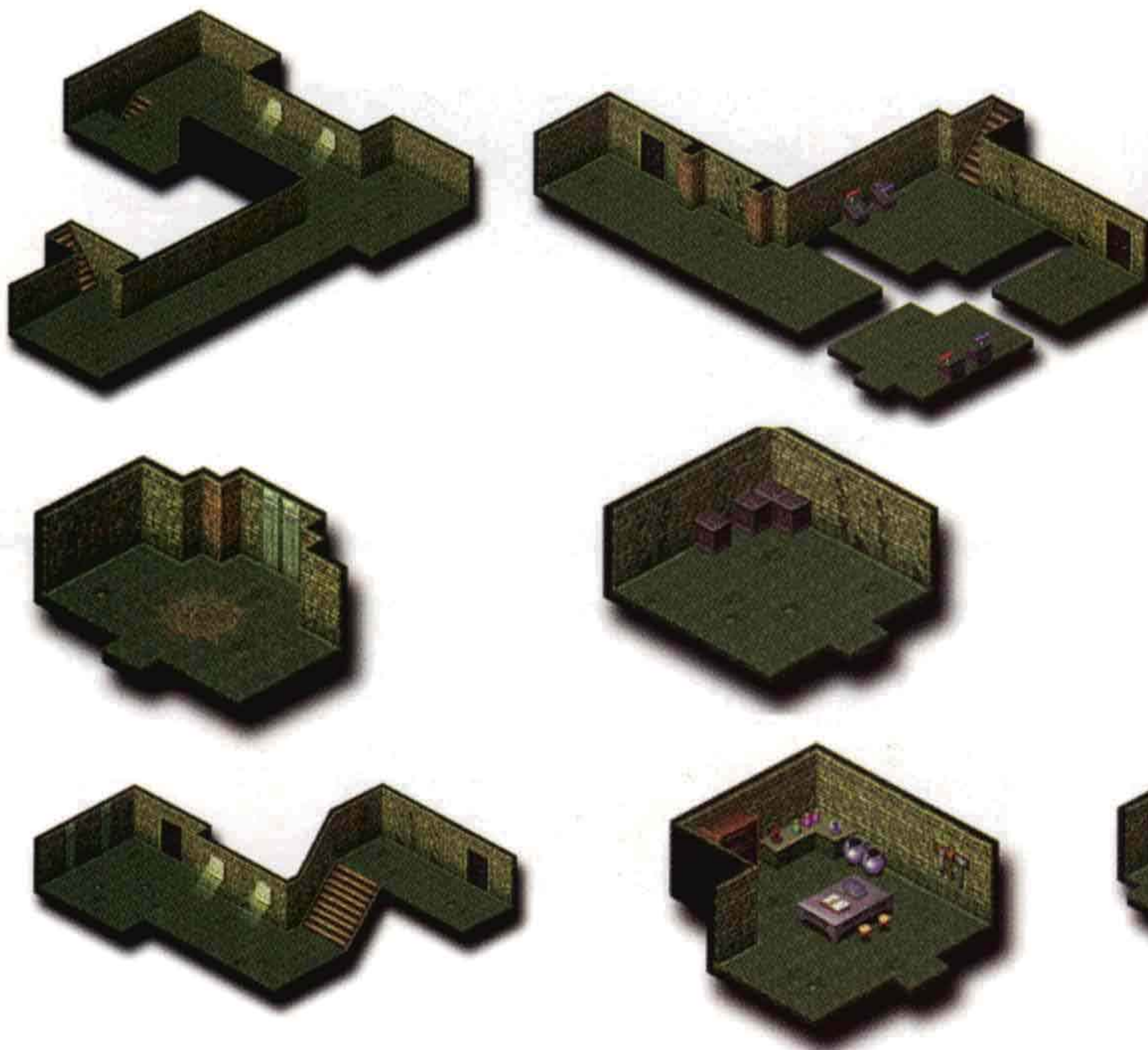
ITEMS & MASTERS

ITEM:

1. Silver Knife
2. Ring of Ice, Wisdom Fruit and MultiVitamin
(Changes with puzzle solution)



MOMO'S TOWER (2)



ITEMS & MASTERS

ITEM:

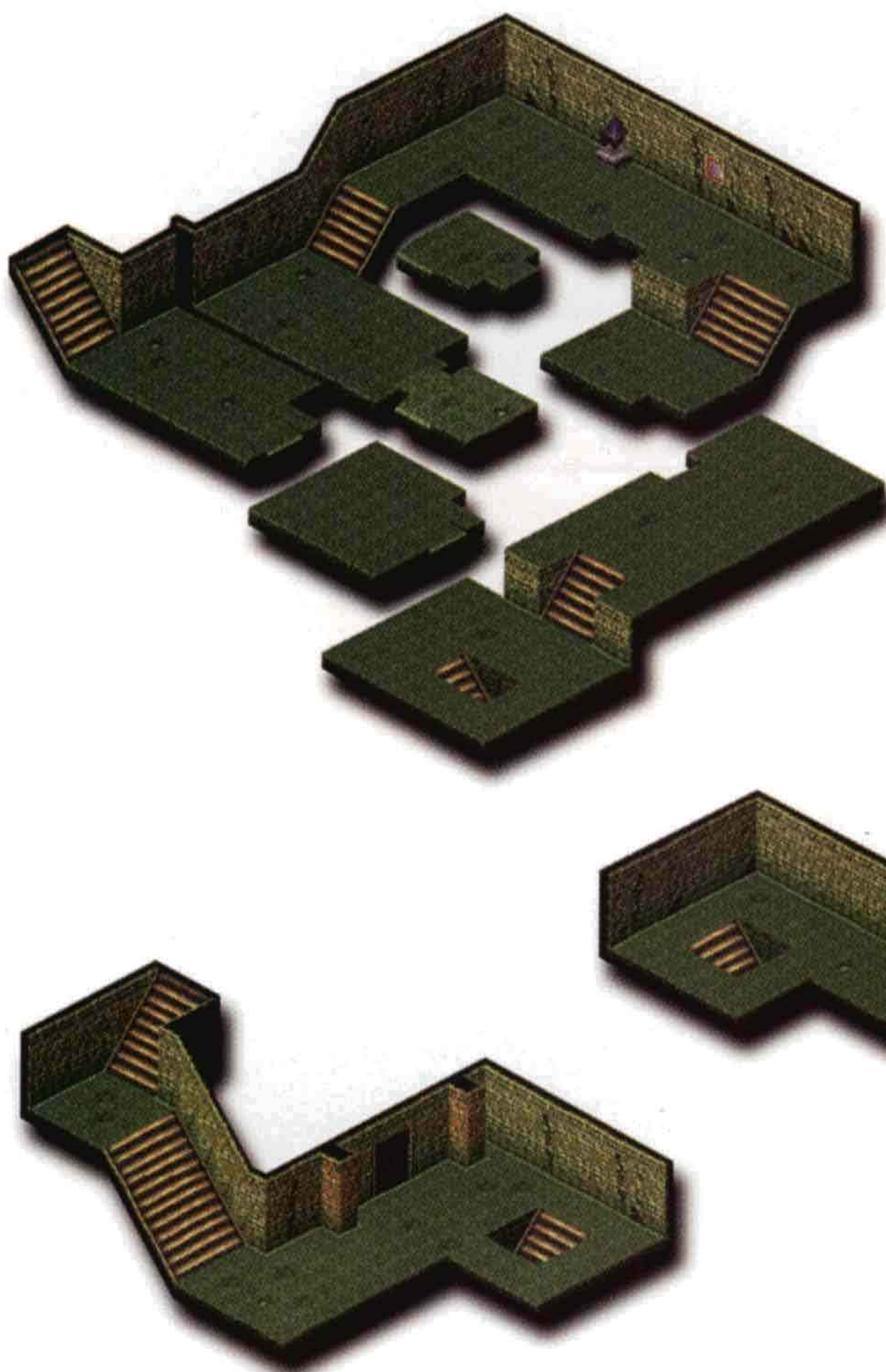
1. Skill Ink
2. Flame Chrysm
3. Ice Chrysm
4. Moon Tears

5. 800Z

6. Breastplate

7. Ivory Dice

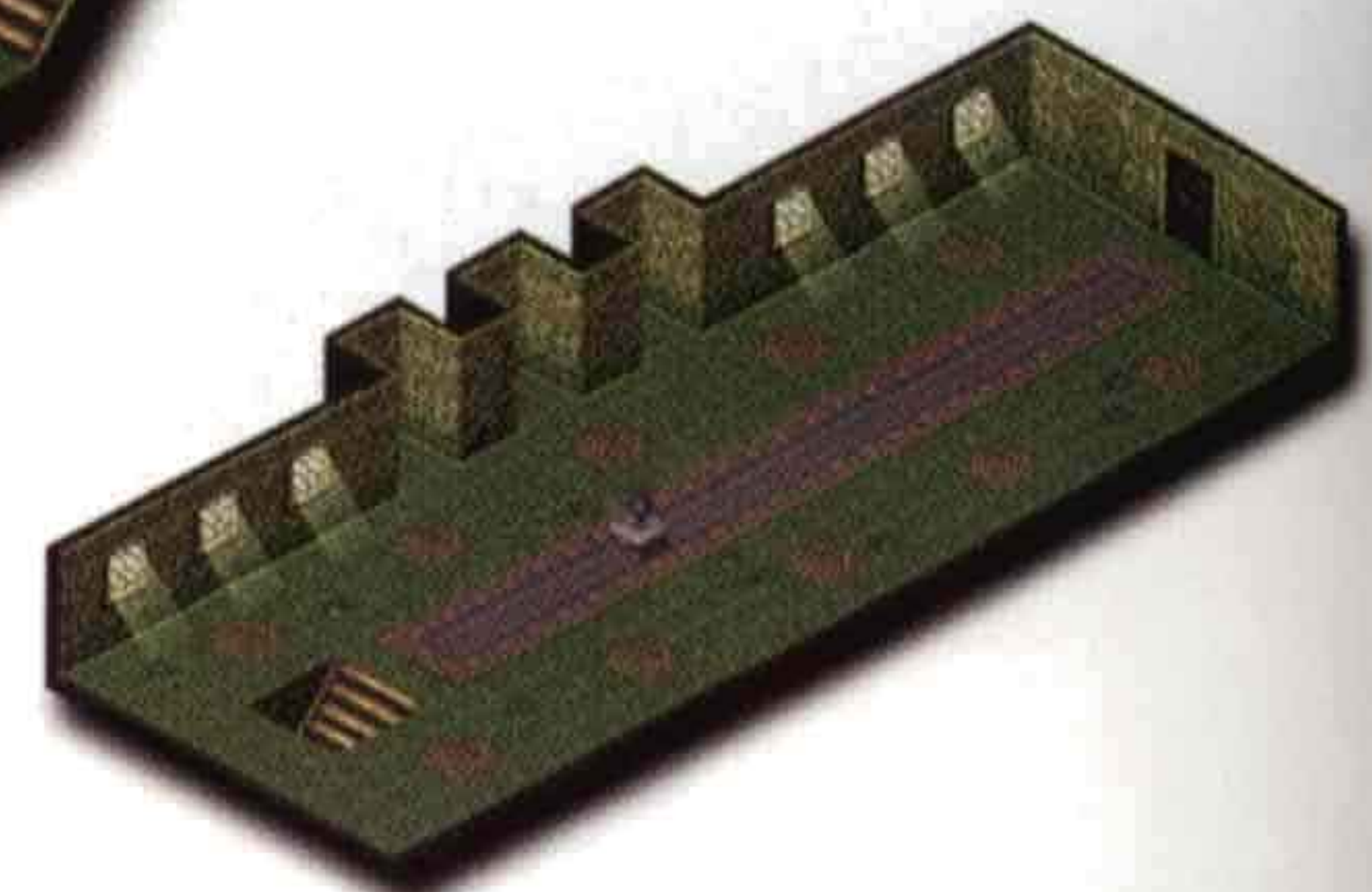
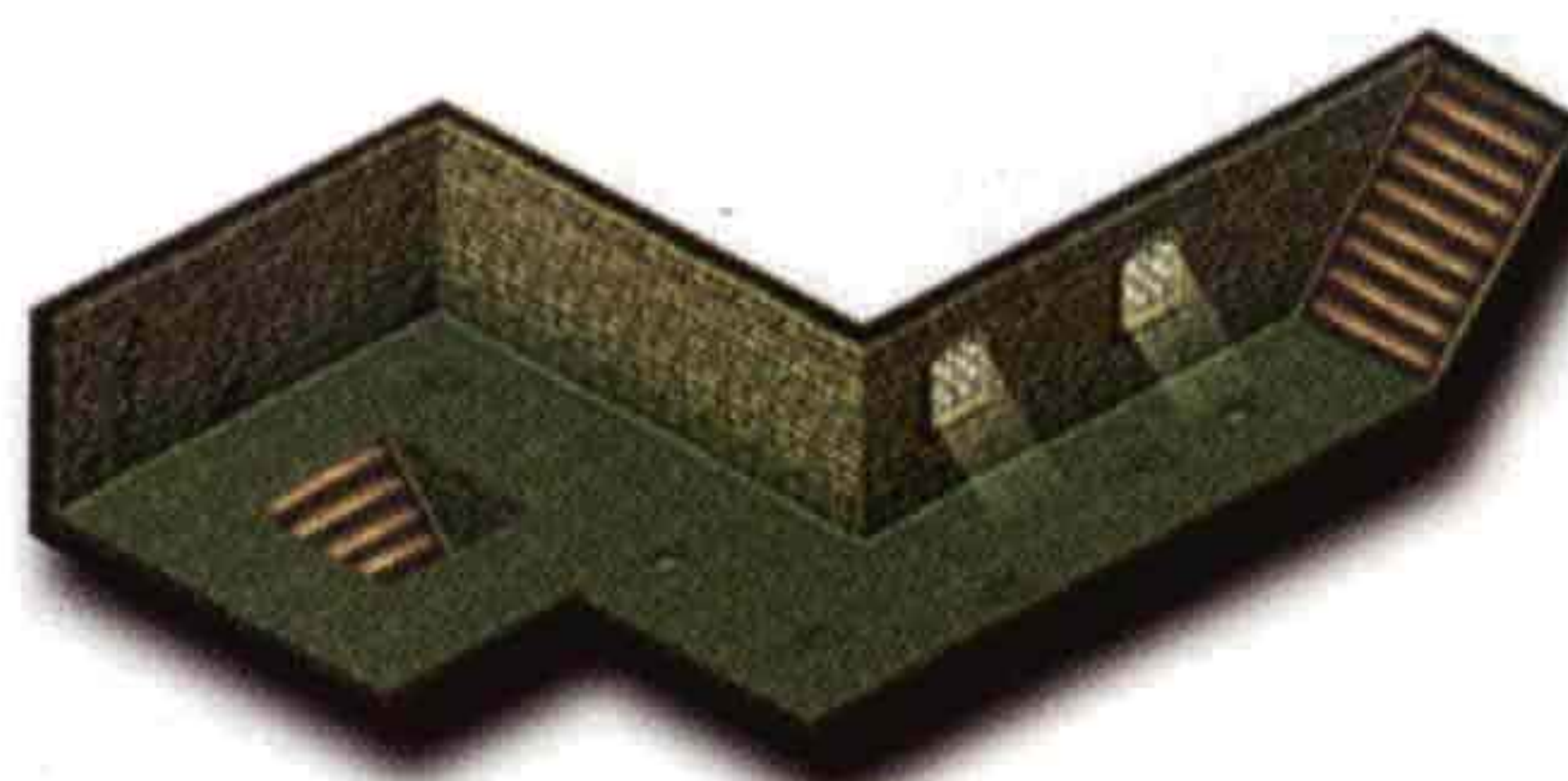
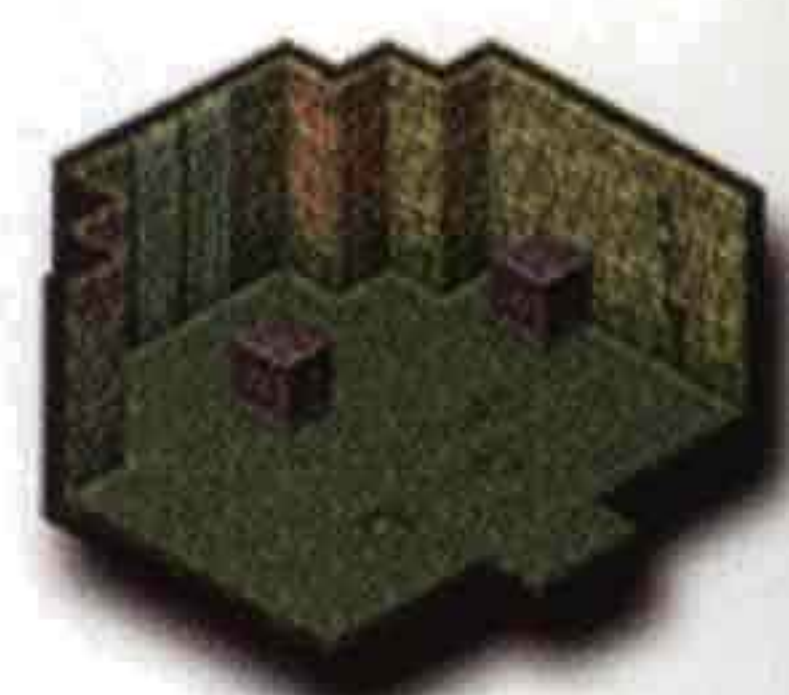
MOMO'S TOWER (3)



ITEMS & MASTERS

ITEM:

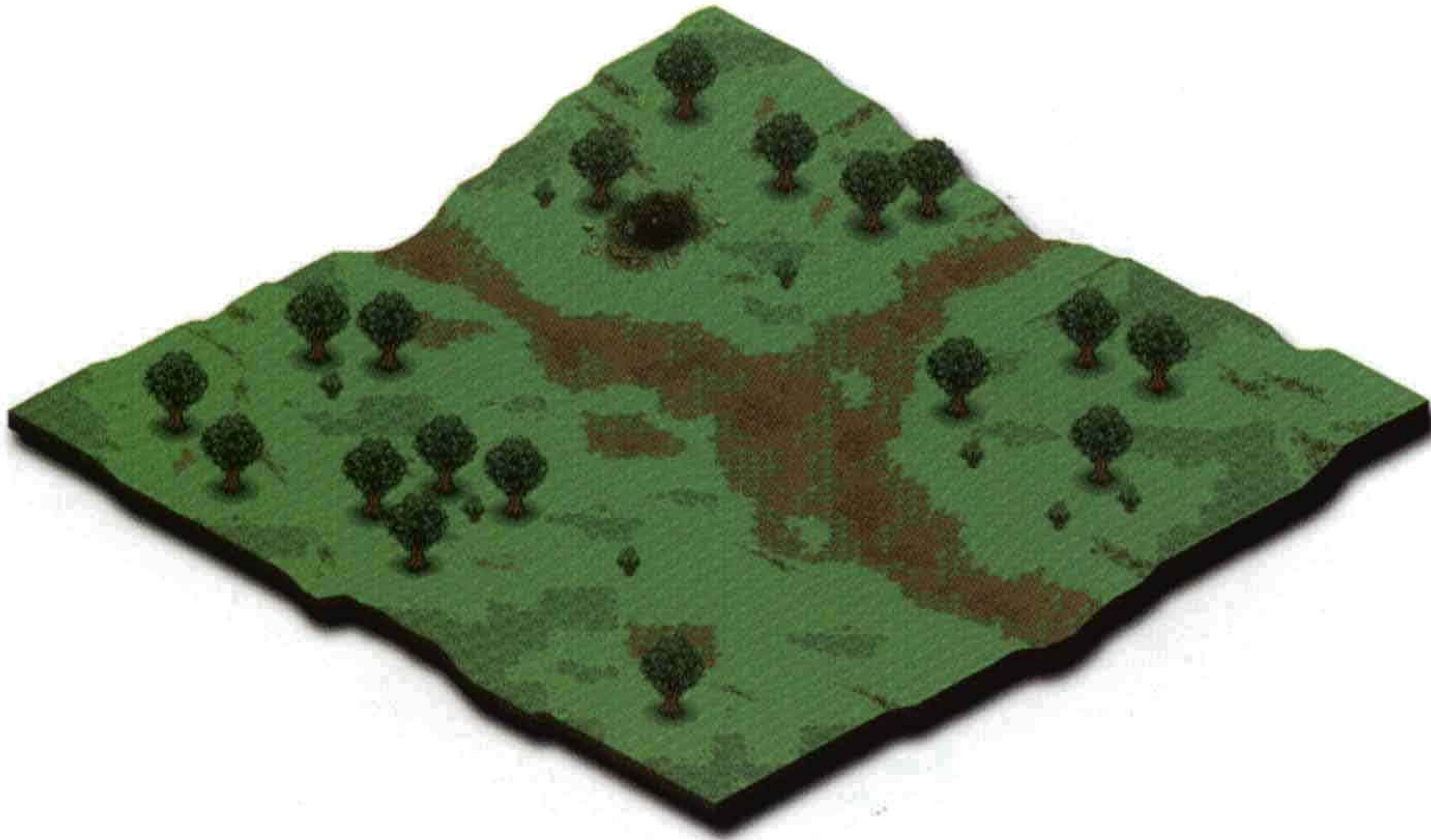
1. Bamboo Rod
2. Panacea
3. 40Z



CRASH SITE

ITEMS & MASTERS

ITEM:
1. Thorn Gene



MAPS

PLANT

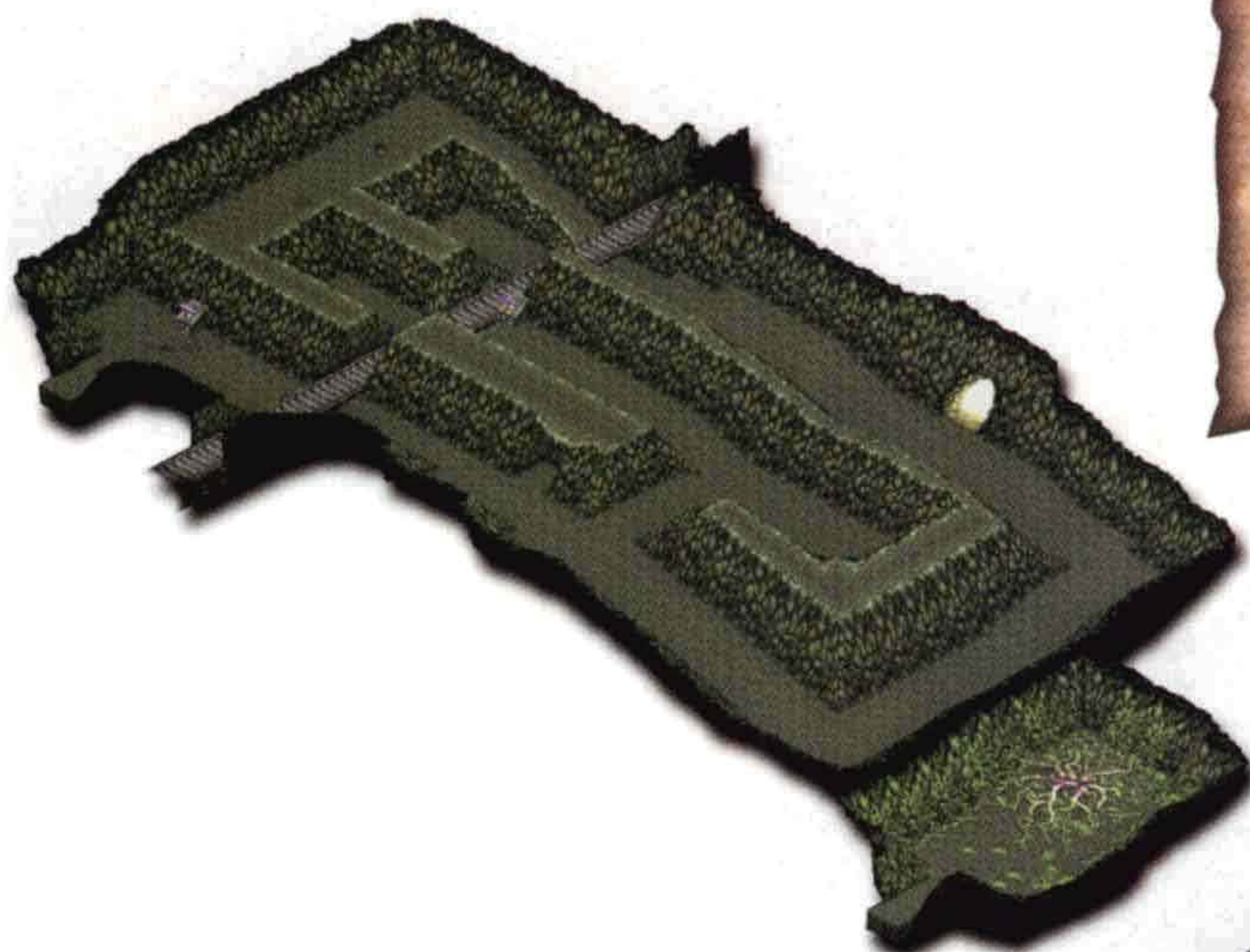


ITEMS & MASTERS

ITEM:
1. Healing Herb, 80Z (Both Inside House)



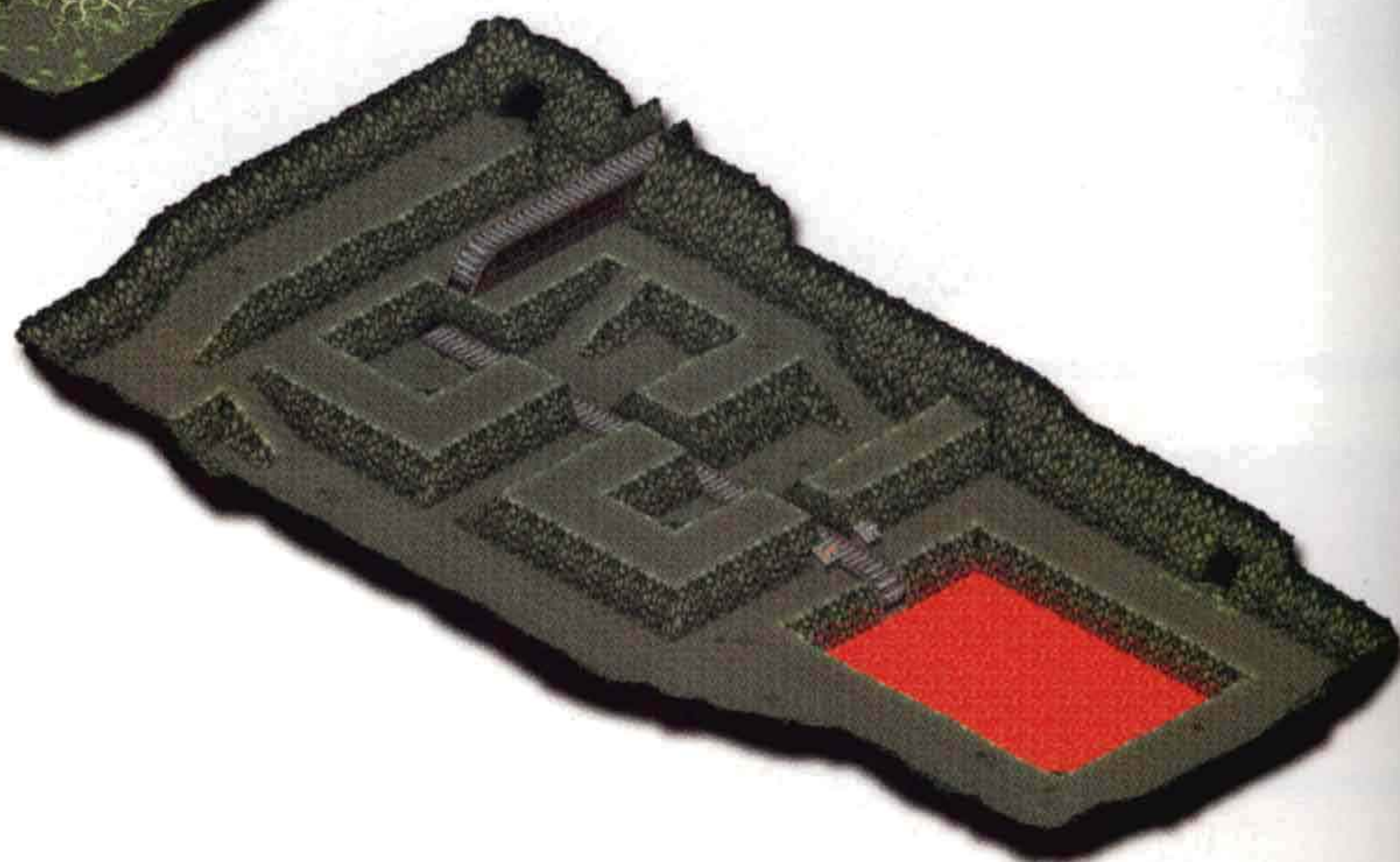
DUMP SITE



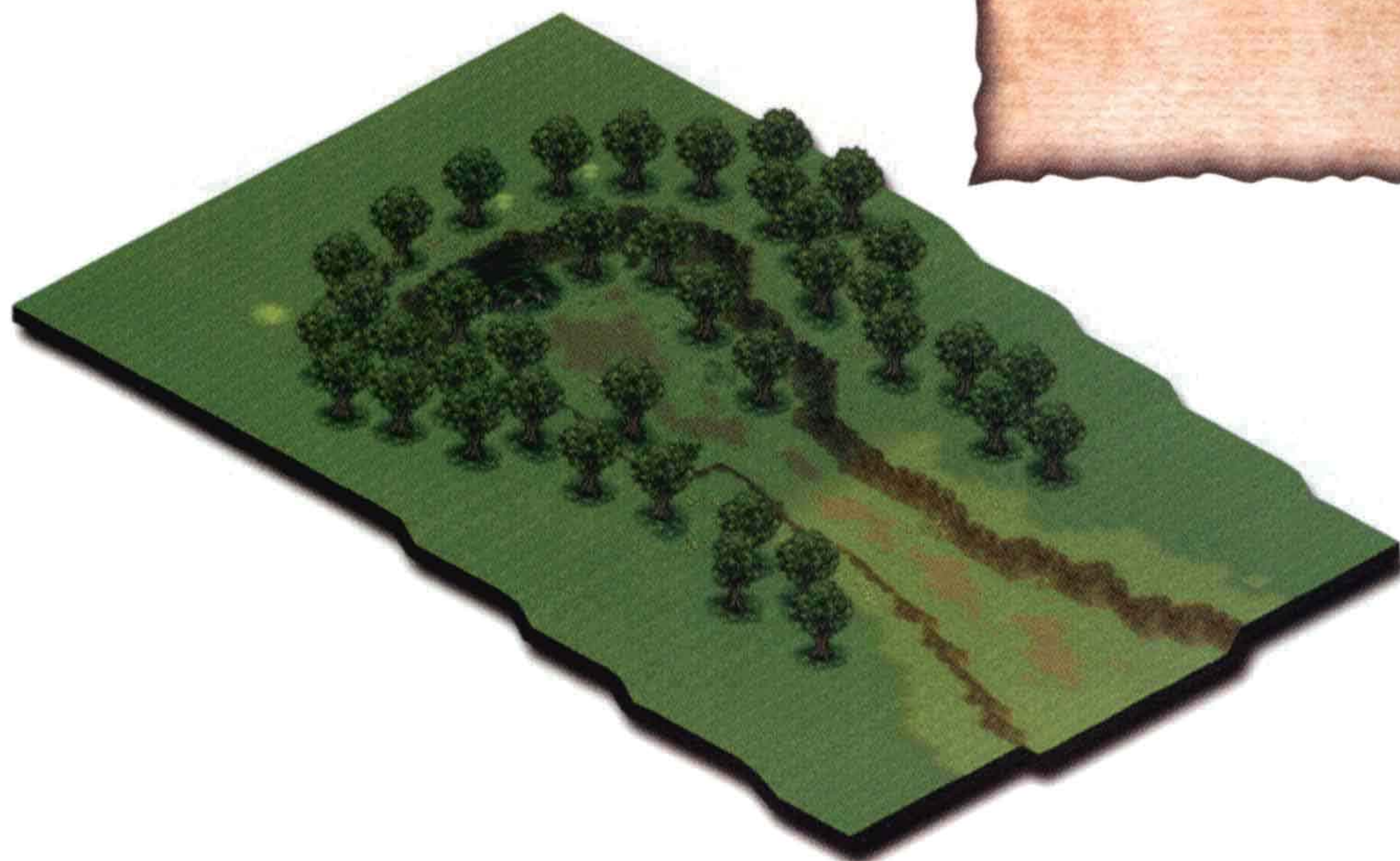
ITEMS & MASTERS

ITEM:

1. 1200Z
2. High Boots
3. Artemis' Cap
4. Magic Shard



YGGDRASIL'S GROVE



ITEMS & MASTERS

MASTER:

1. Yggdrasil

FAERIE'S SPRING

ITEMS & MASTERS

ITEM:

1. Protein
2. Scramasax
3. 800Z

MASTER:

1. Meryleep

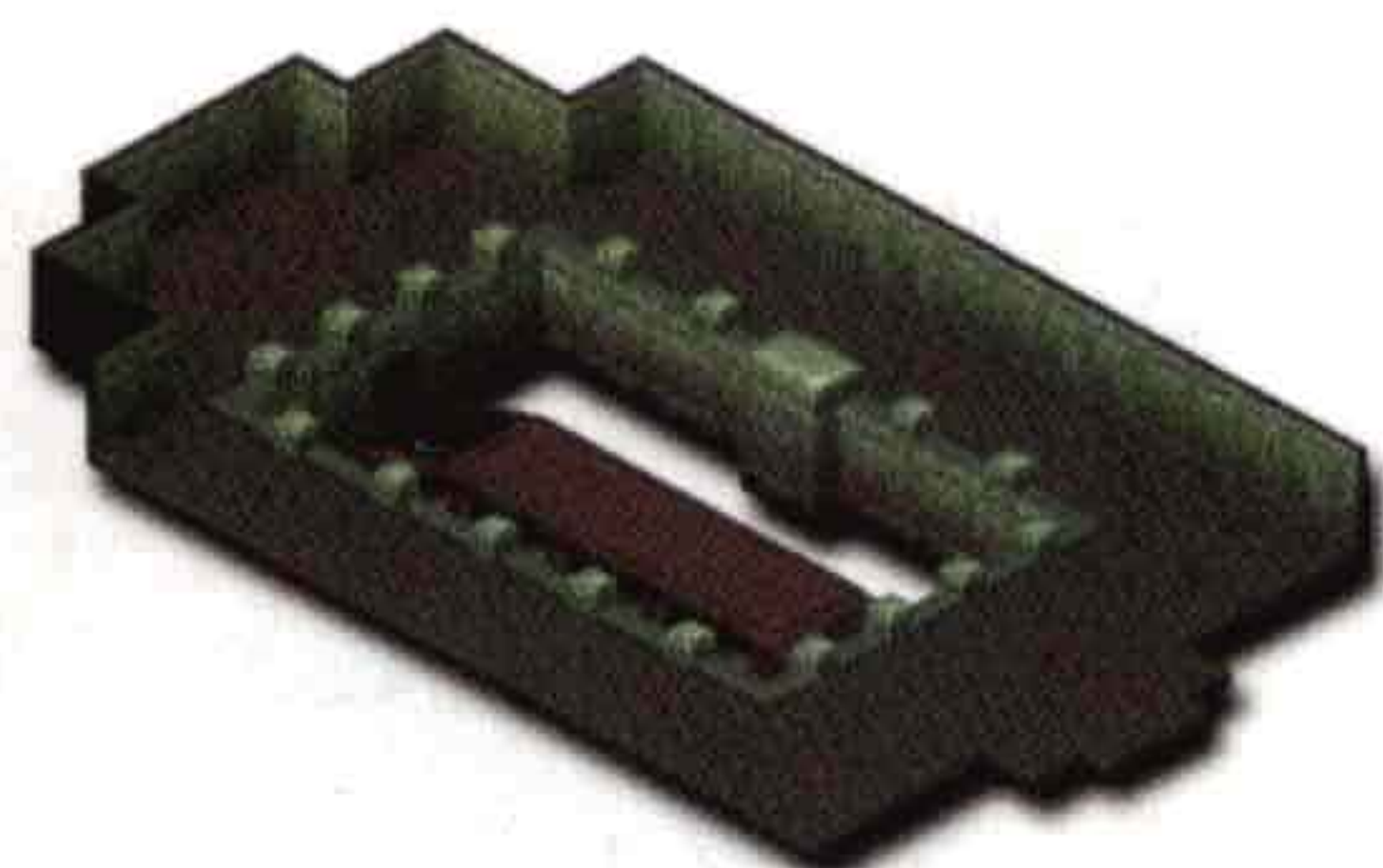
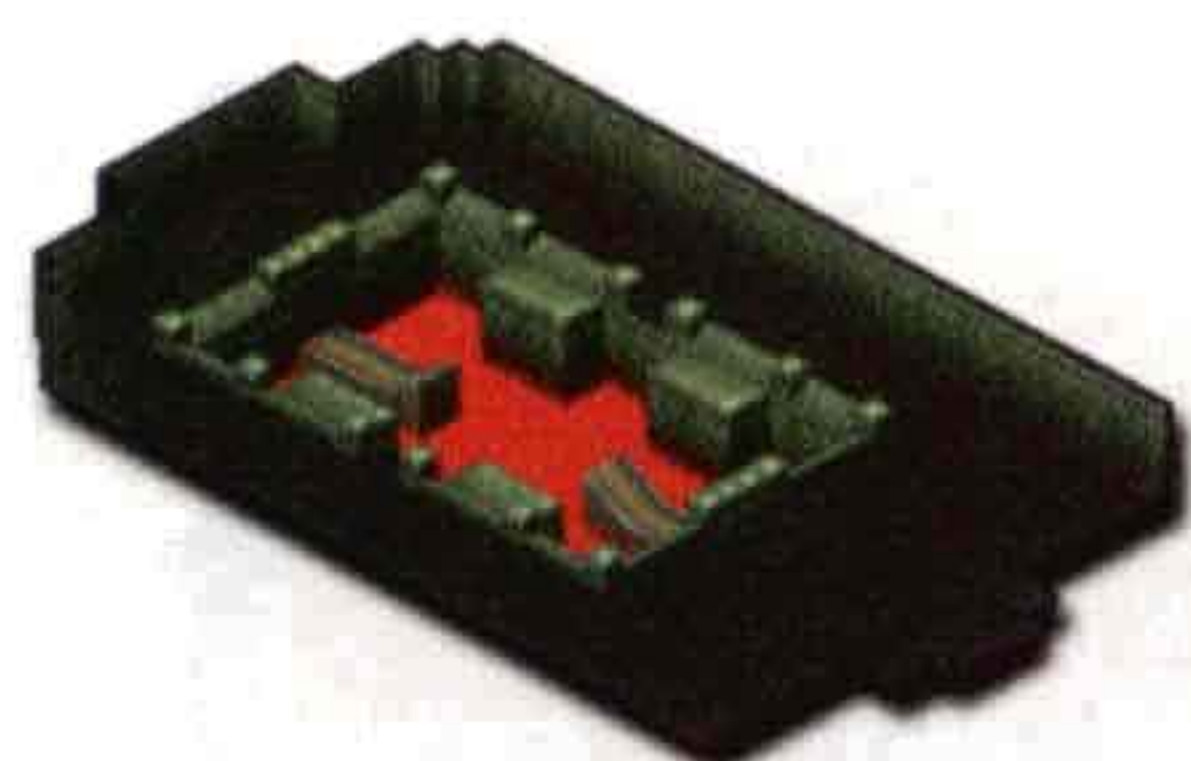


ARENA (2)

ITEMS & MASTERS

ITEM:

1. Coin
2. Healing Herb
3. 40Z
4. Bandana

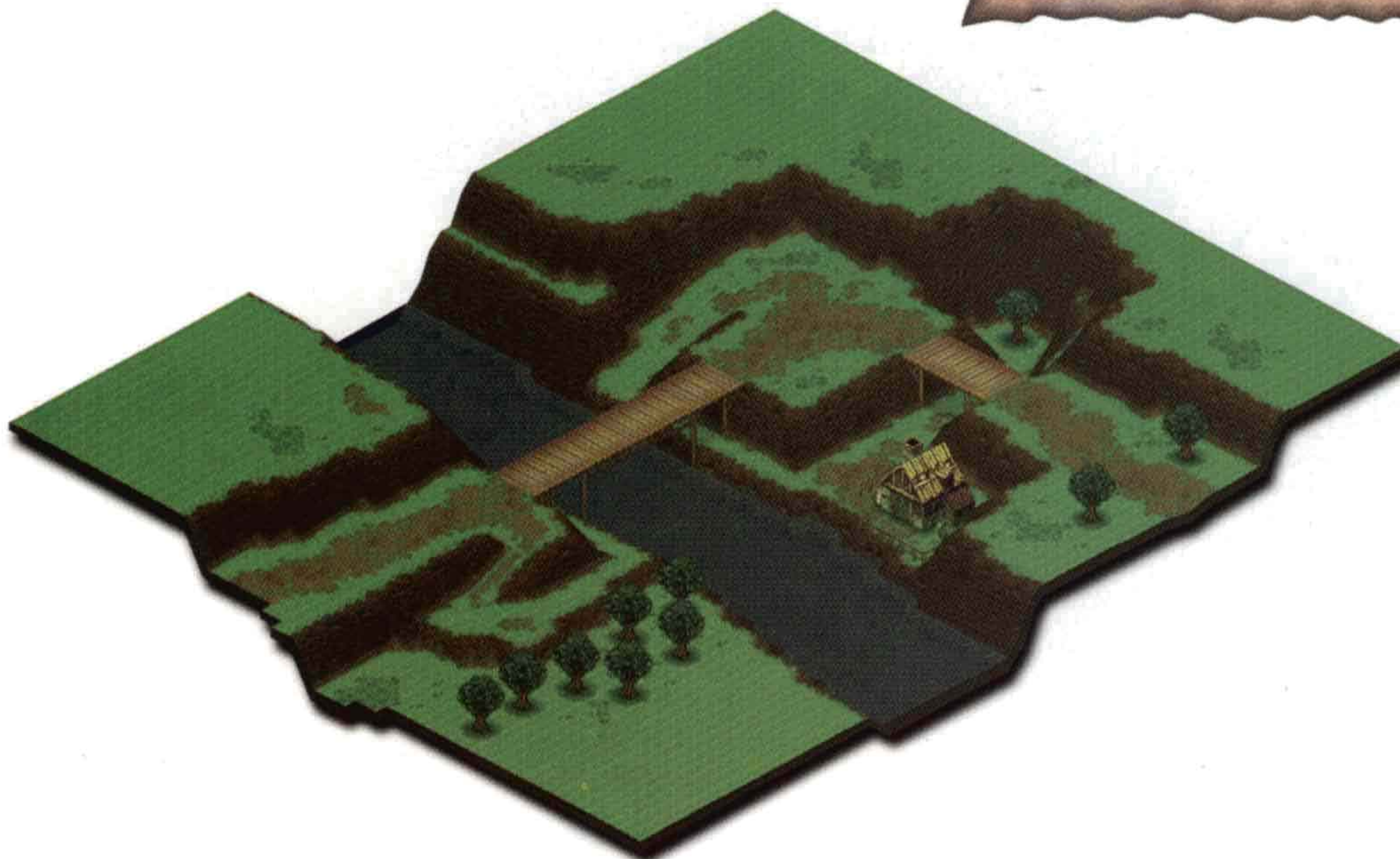


MAEKYSS GORGE

ITEMS & MASTERS

ITEM:

1. Frost Gene
2. 400Z
3. Shaly Seed



INSIDE WYNDIA CASTLE (1)

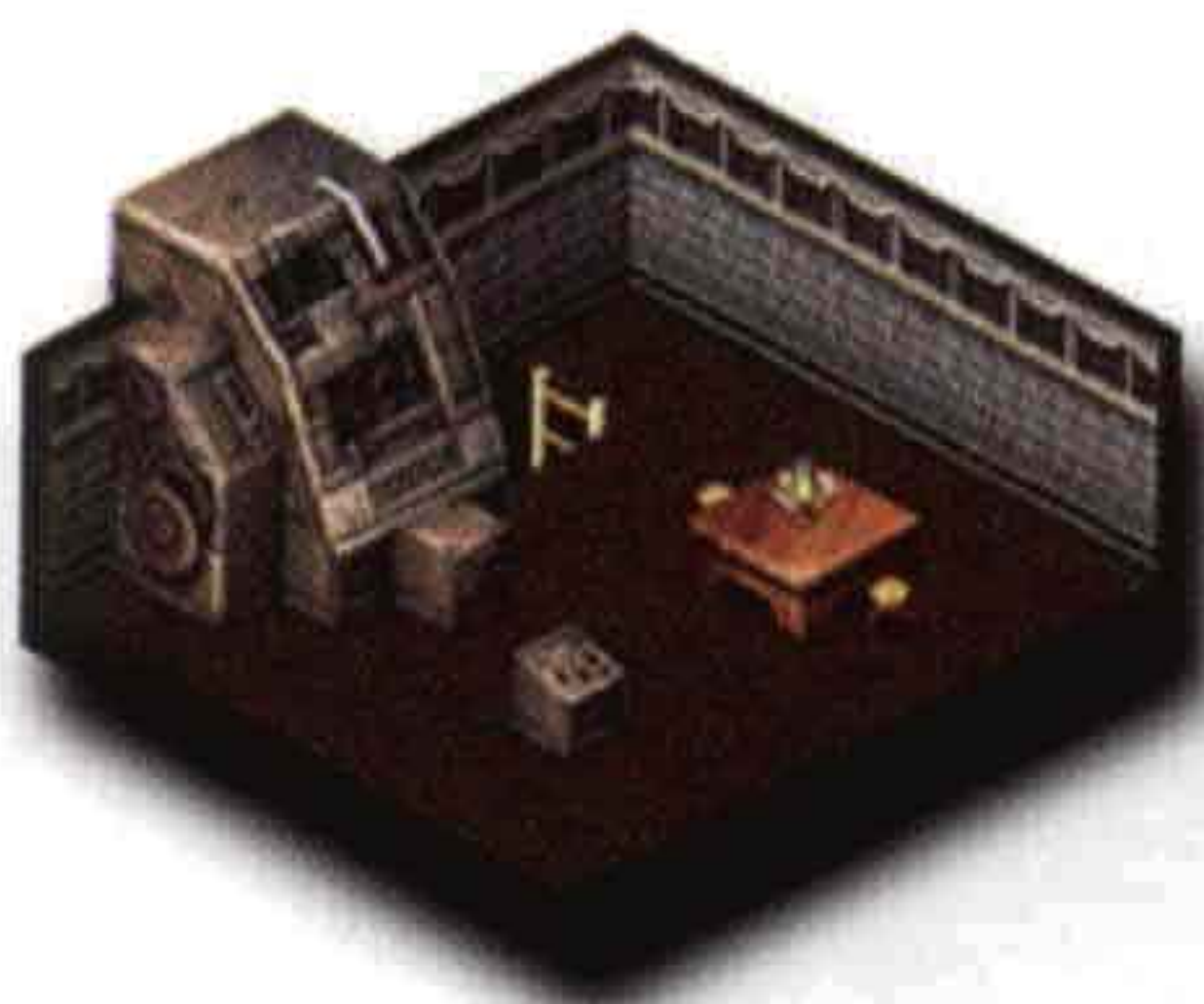
ITEMS & MASTERS

ITEM:

1. Gems
2. Gems
3. Panacea



INSIDE WYNDIA CASTLE (2)



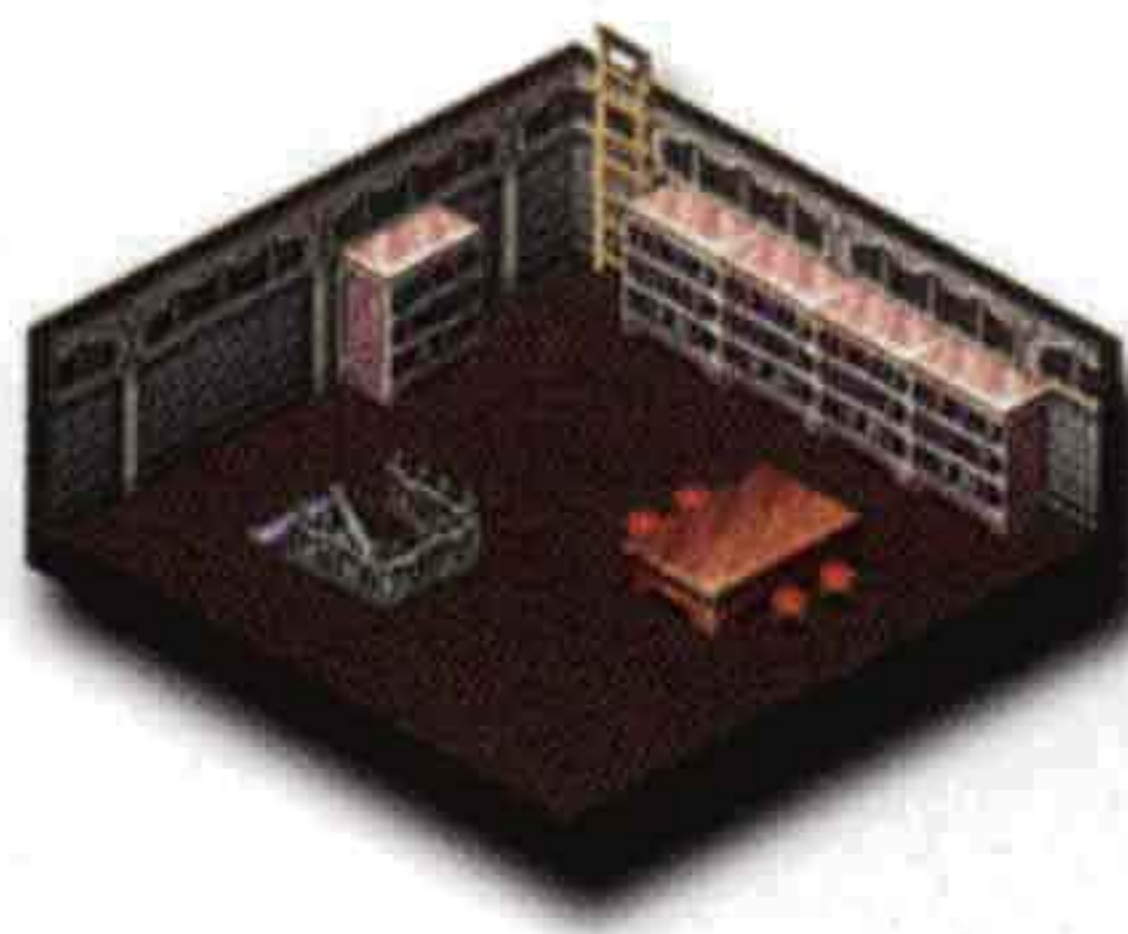
ITEMS & MASTERS

ITEM:

1. 120Z
2. Healing Herb
3. Coin
4. Healing Herb
5. Panacea
6. Cheese

MASTER:

1. Hachio

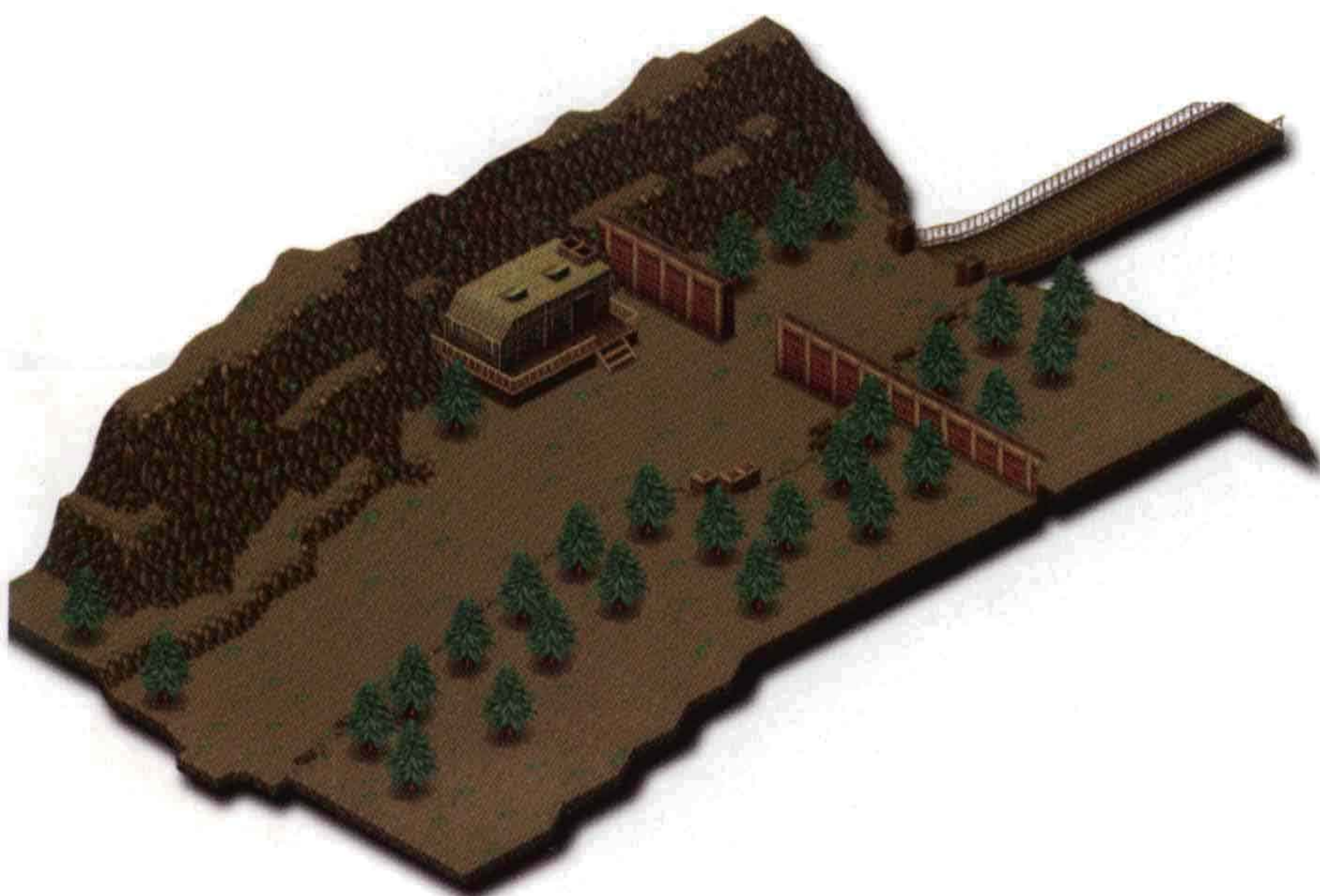


CHECKPOINT (2)

ITEMS & MASTERS

ITEM:

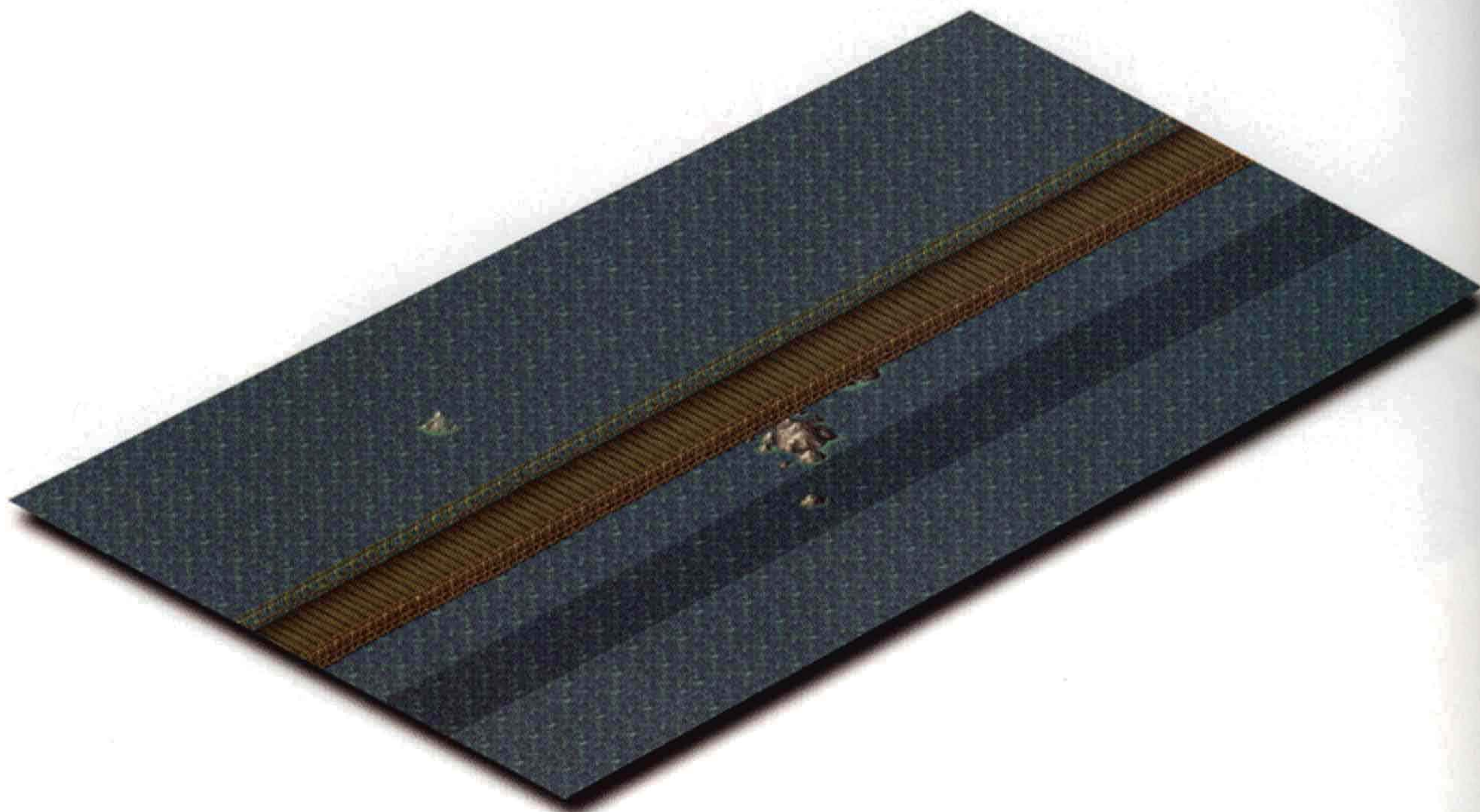
1. 200Z, Antidote (Both Inside House)



BRIDGE

ITEMS & MASTERS

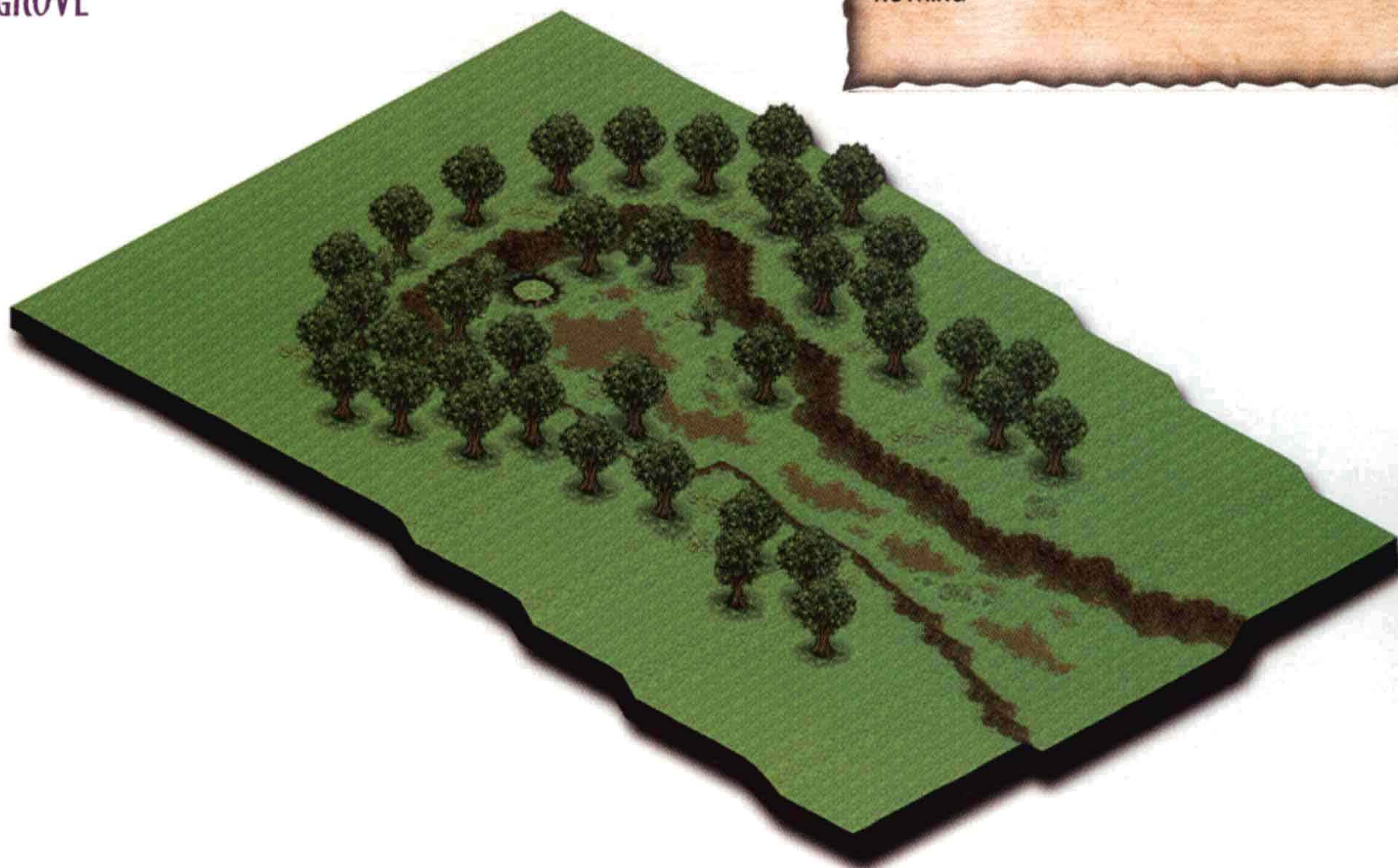
NOTHING



GROVE

ITEMS & MASTERS

NOTHING



LIGHTHOUSE



ITEMS & MASTERS

ITEM:

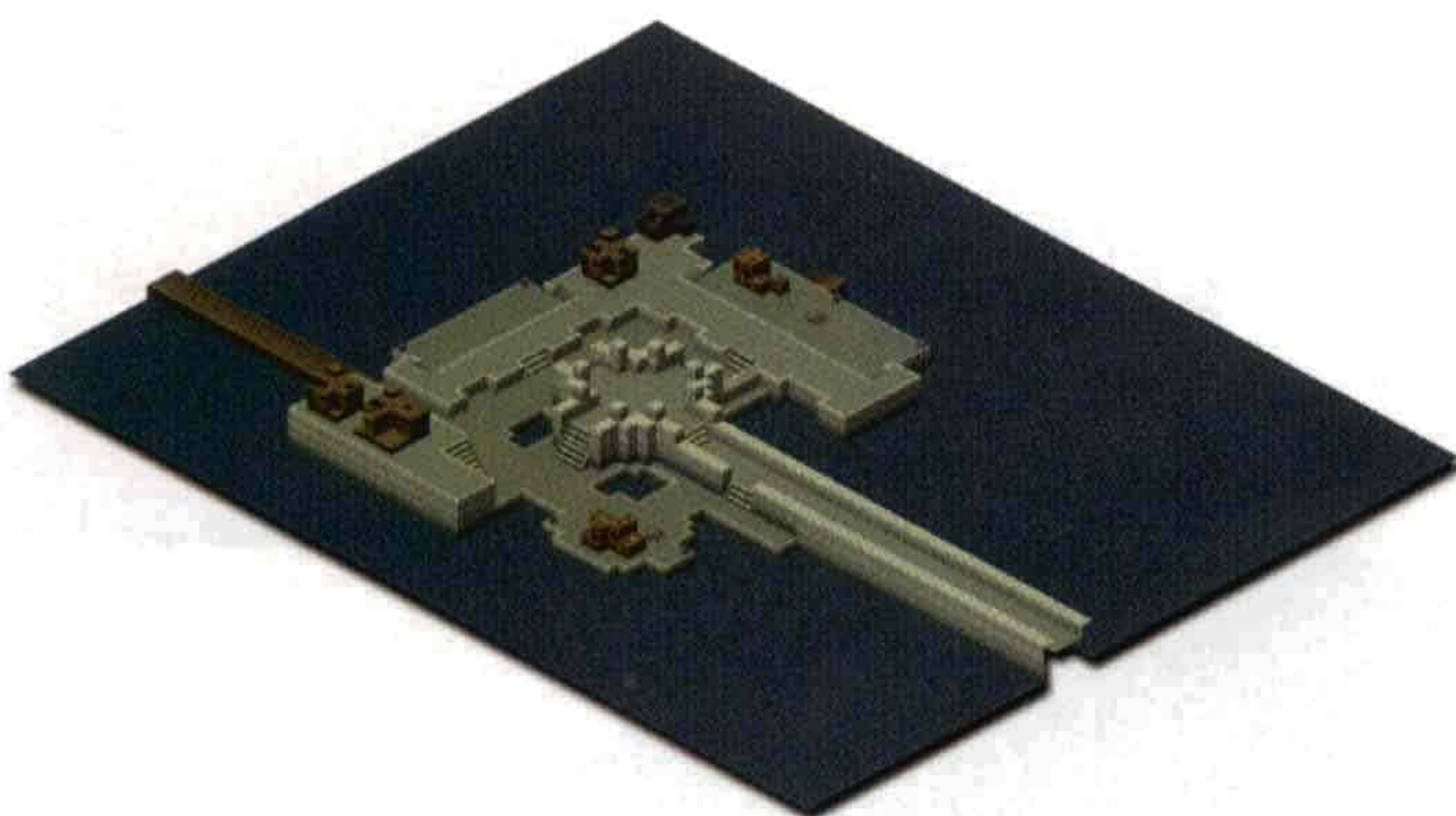
1. Coin
2. Swallow Eye
3. Mithril Shield

4. Flame Chrysm x 3

5. Skill Ink
6. Dream Ring
7. Eldritch Gene



RHAPALA

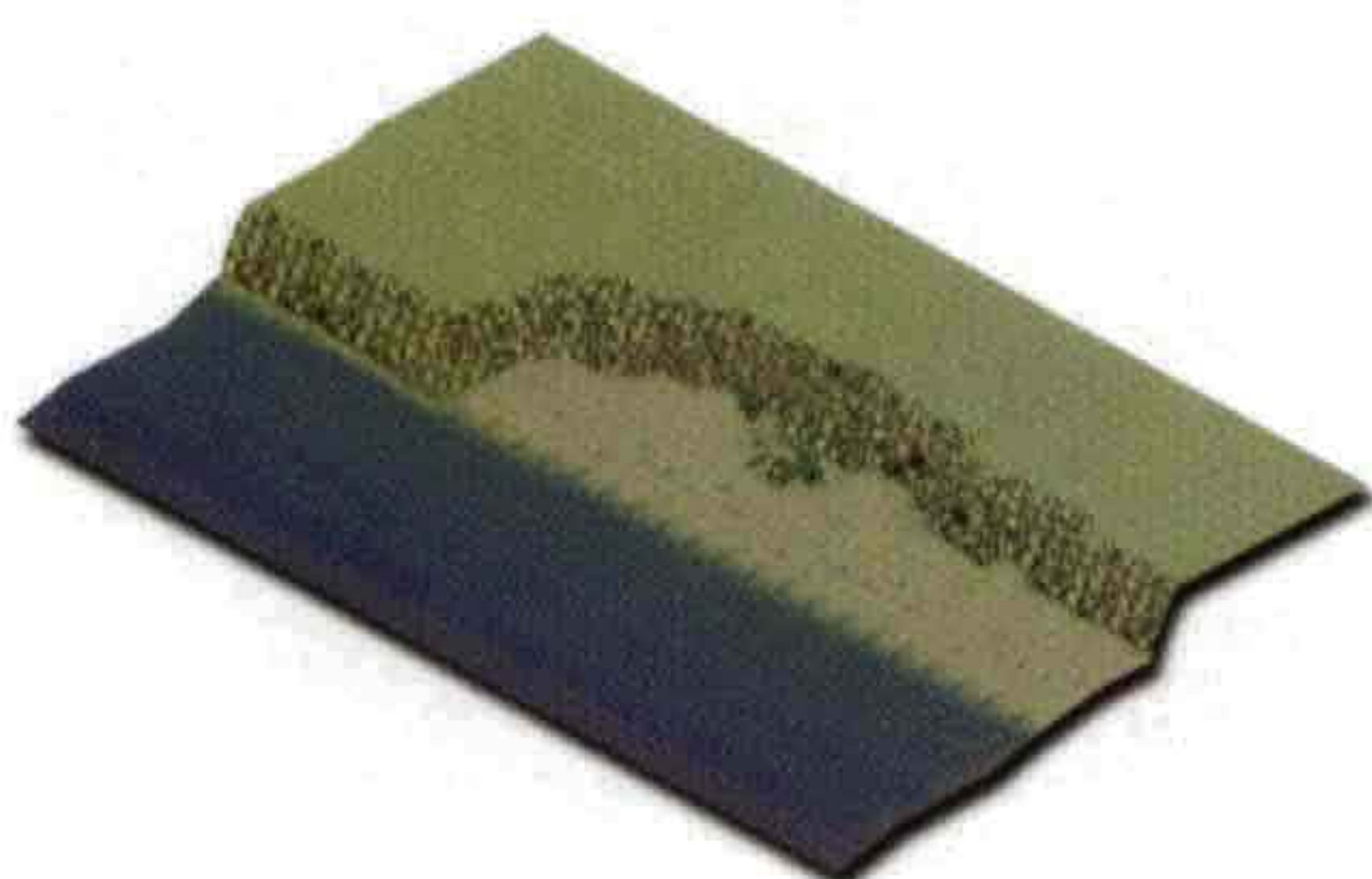


ITEMS & MASTERS

ITEM:

1. Panacea (Inside House)

RHAPALA BEACH

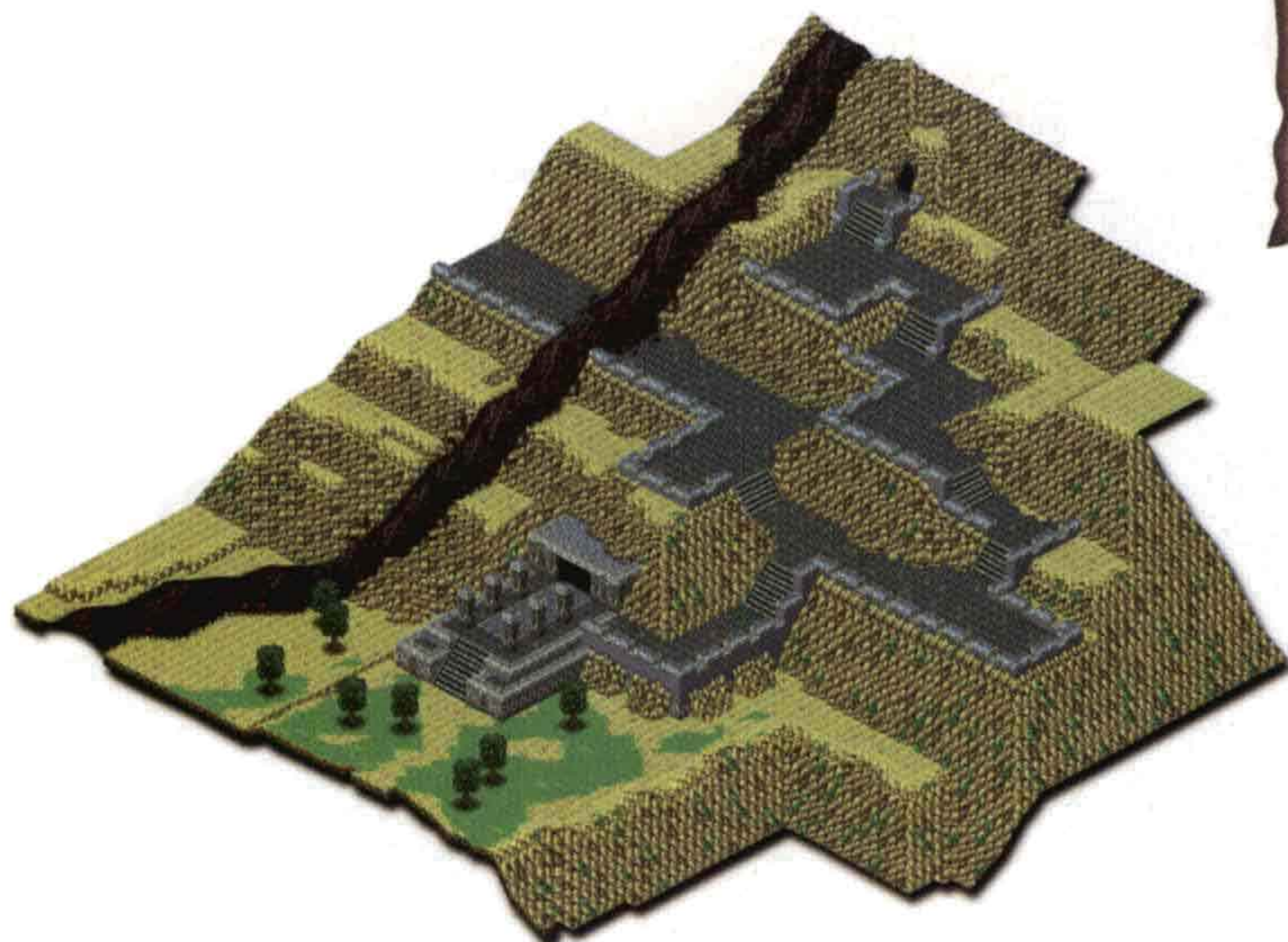


ITEMS & MASTERS

MASTER:

Glottio

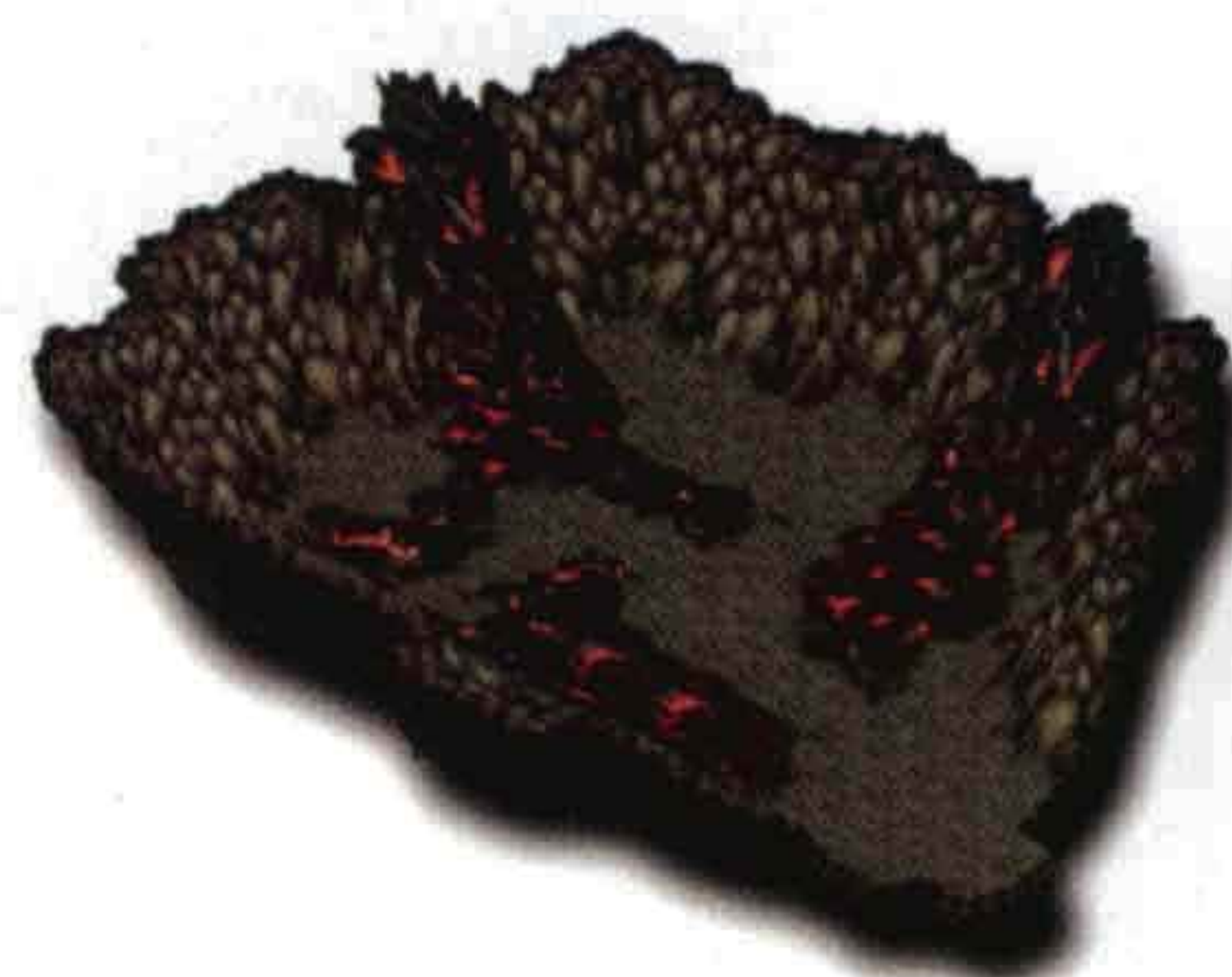
MOUNT ZUBLO



ITEMS & MASTERS

ITEM:

1. Protein
2. 800Z
3. Asbestos Armor



INSIDE MOUNT ZUBLO



ITEMS & MASTERS

ITEM:

1. Ring of Fire
2. Miracle Gene
3. Flame Talons
4. Wisdom Fruit



URKAN TAPA



ITEMS & MASTERS

MASTER:
1. Hondara

JUNK TOWN



ITEMS & MASTERS

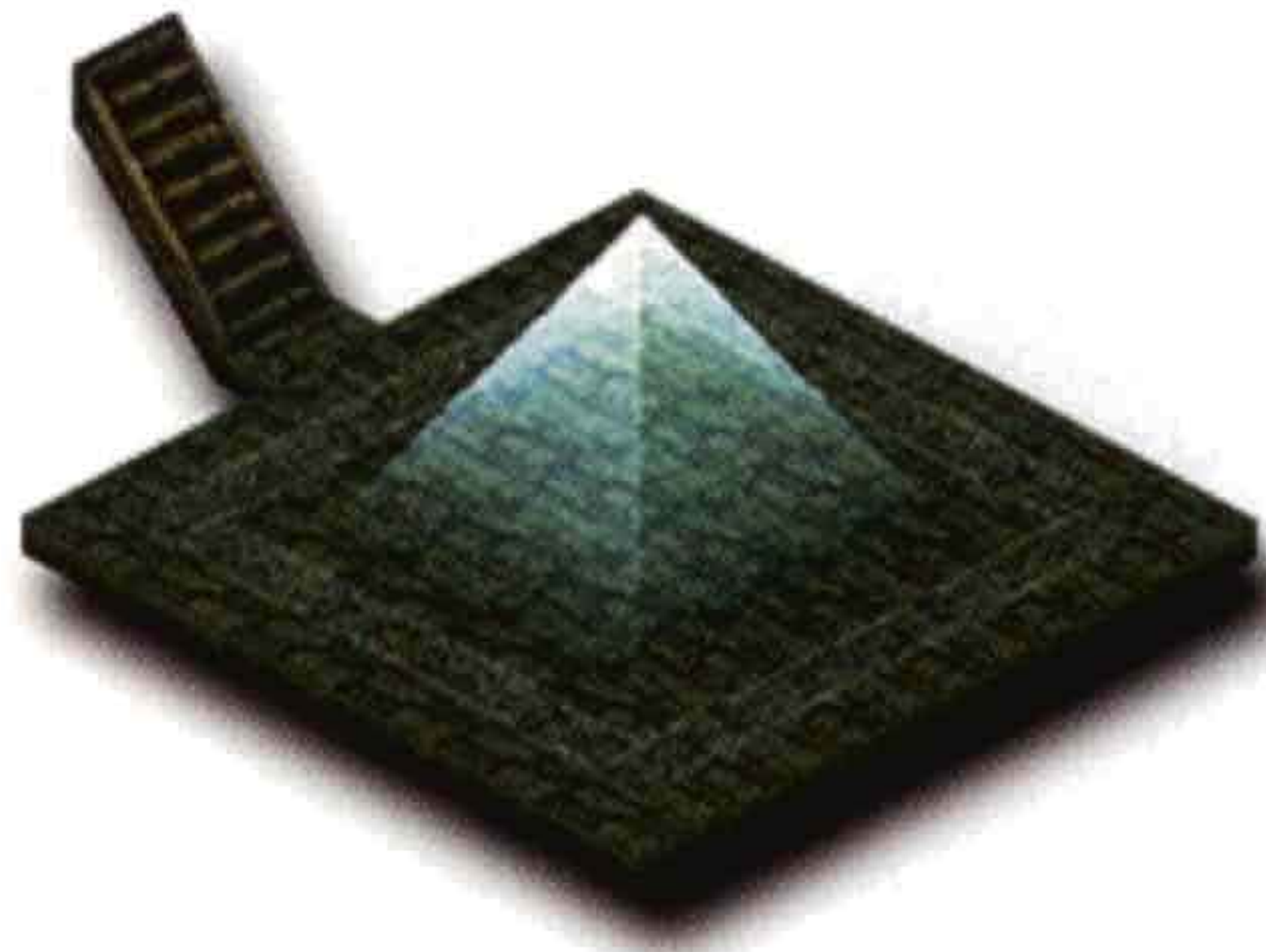
ITEM:

1. Green Apple

2. MultiVitamin

3. Tea Cup

ANGEL'S TOWER

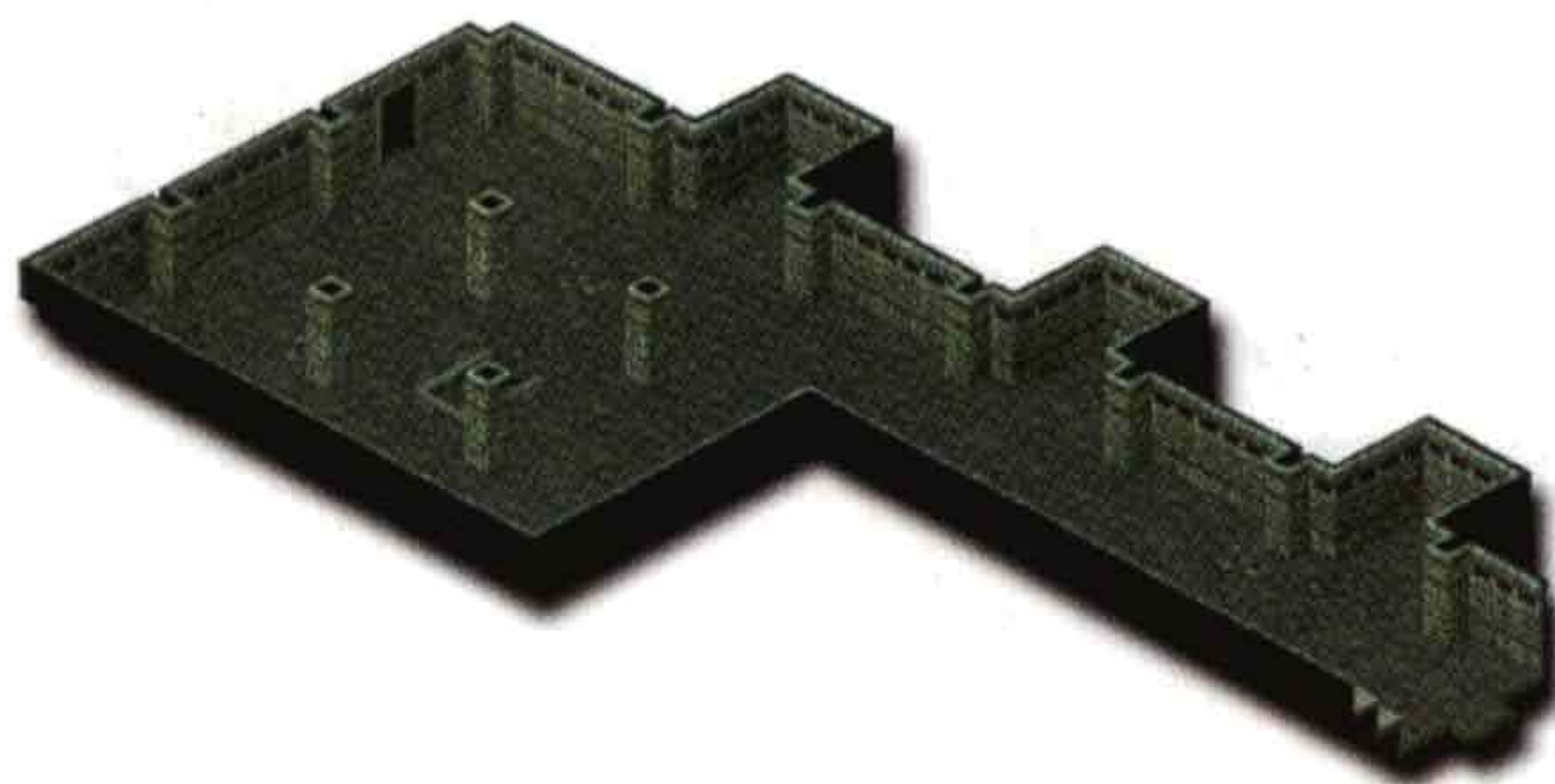


ITEMS & MASTERS

ITEM:

1. Ivory Dive
2. Wisdom Seed

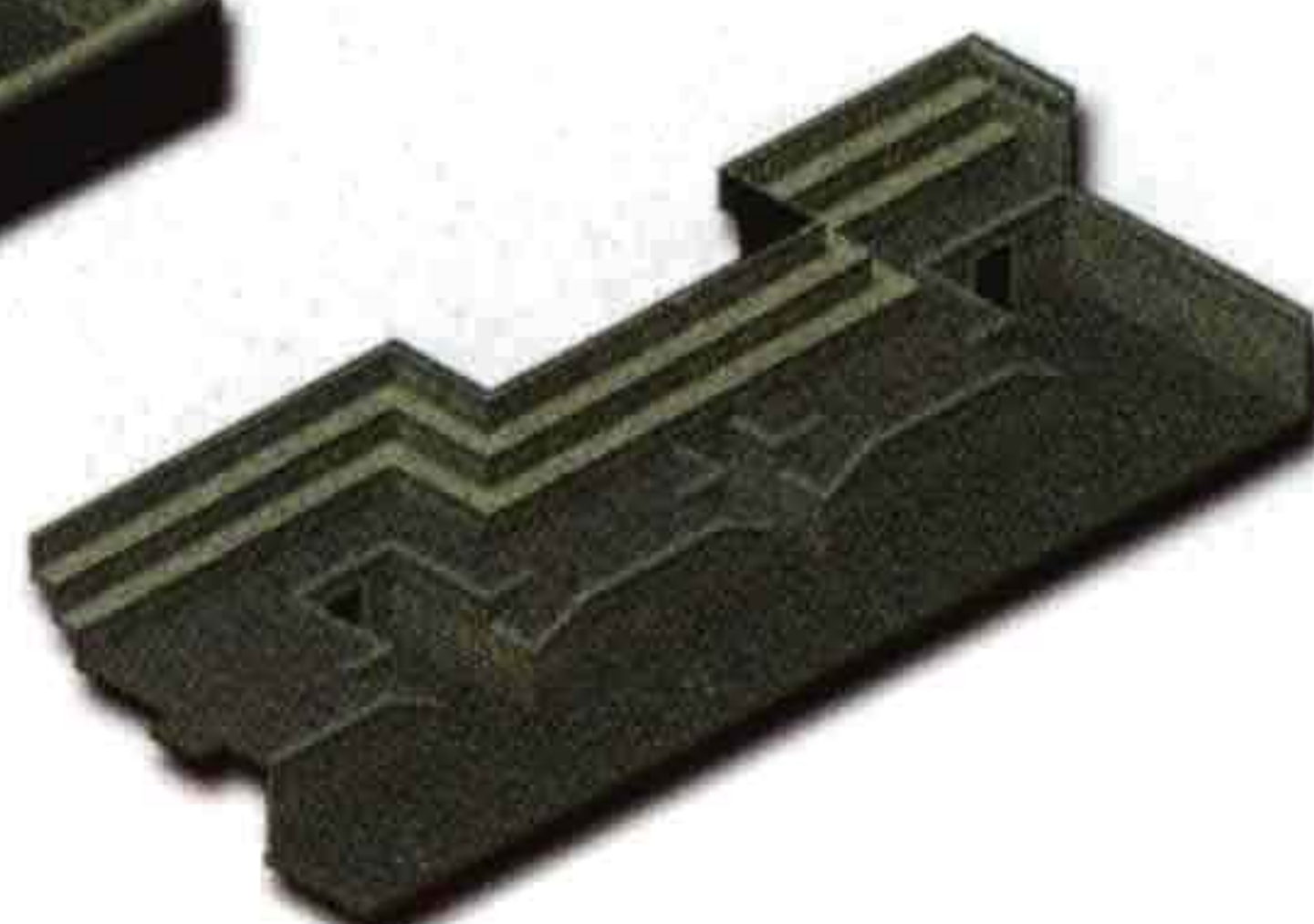
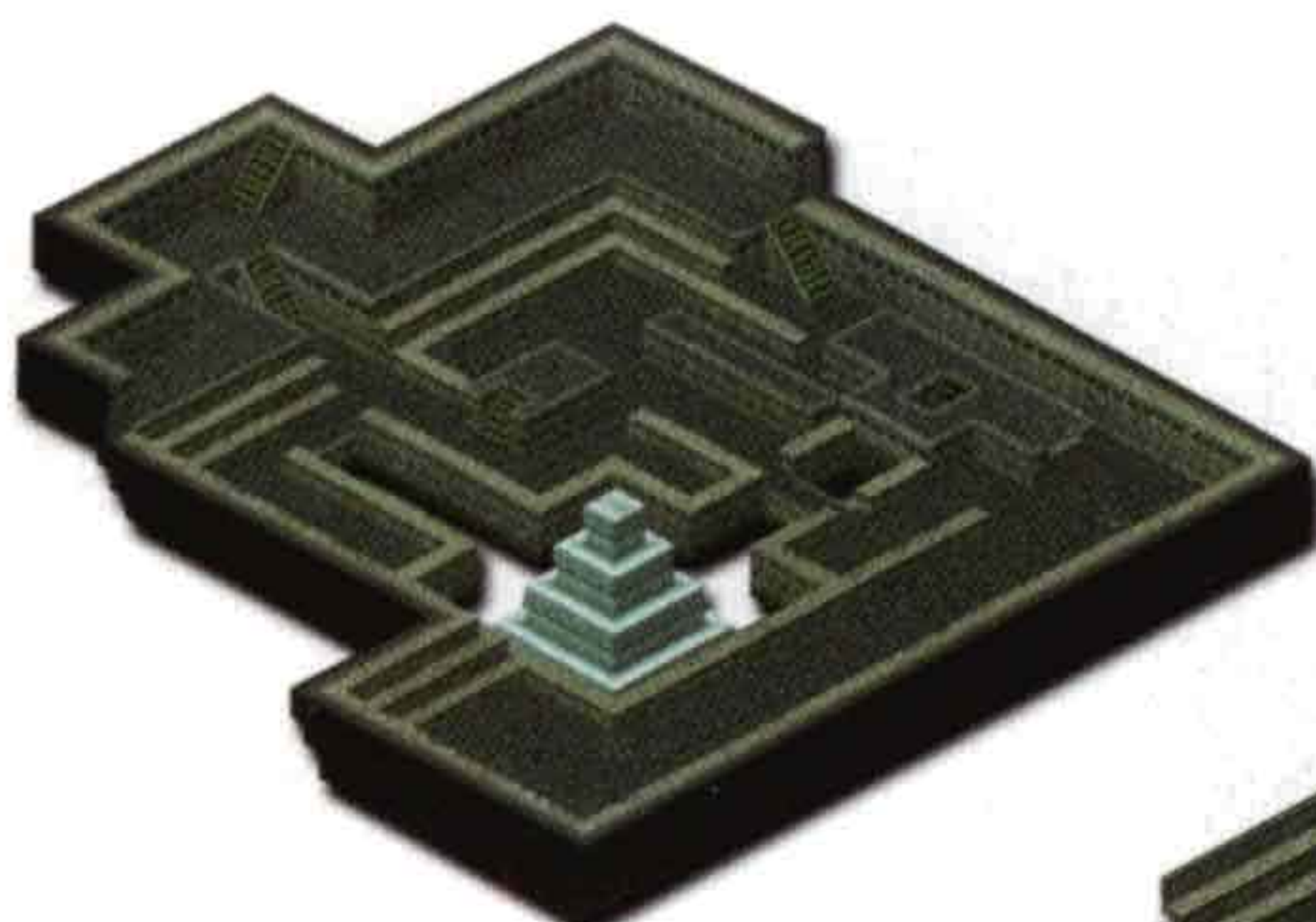
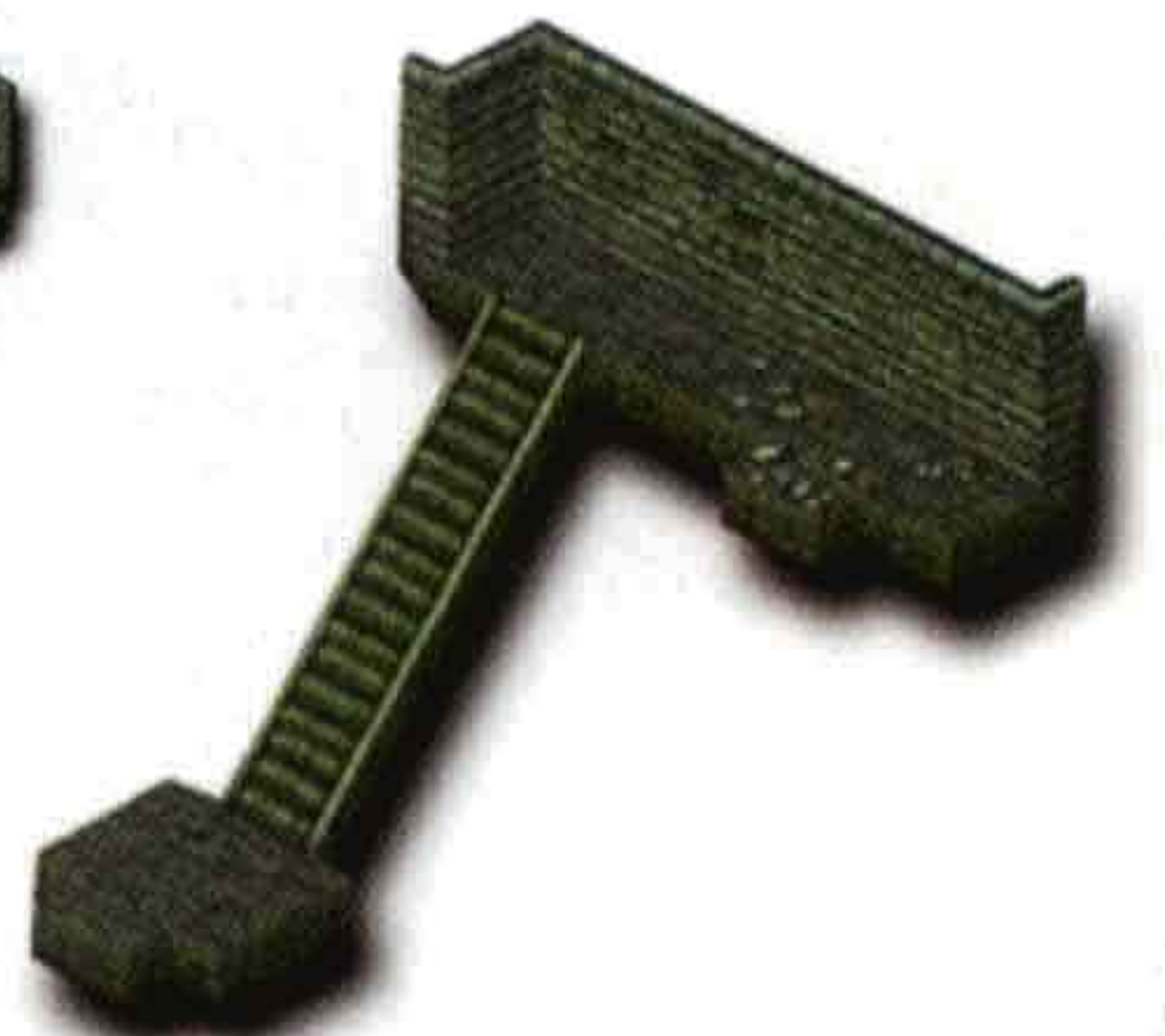
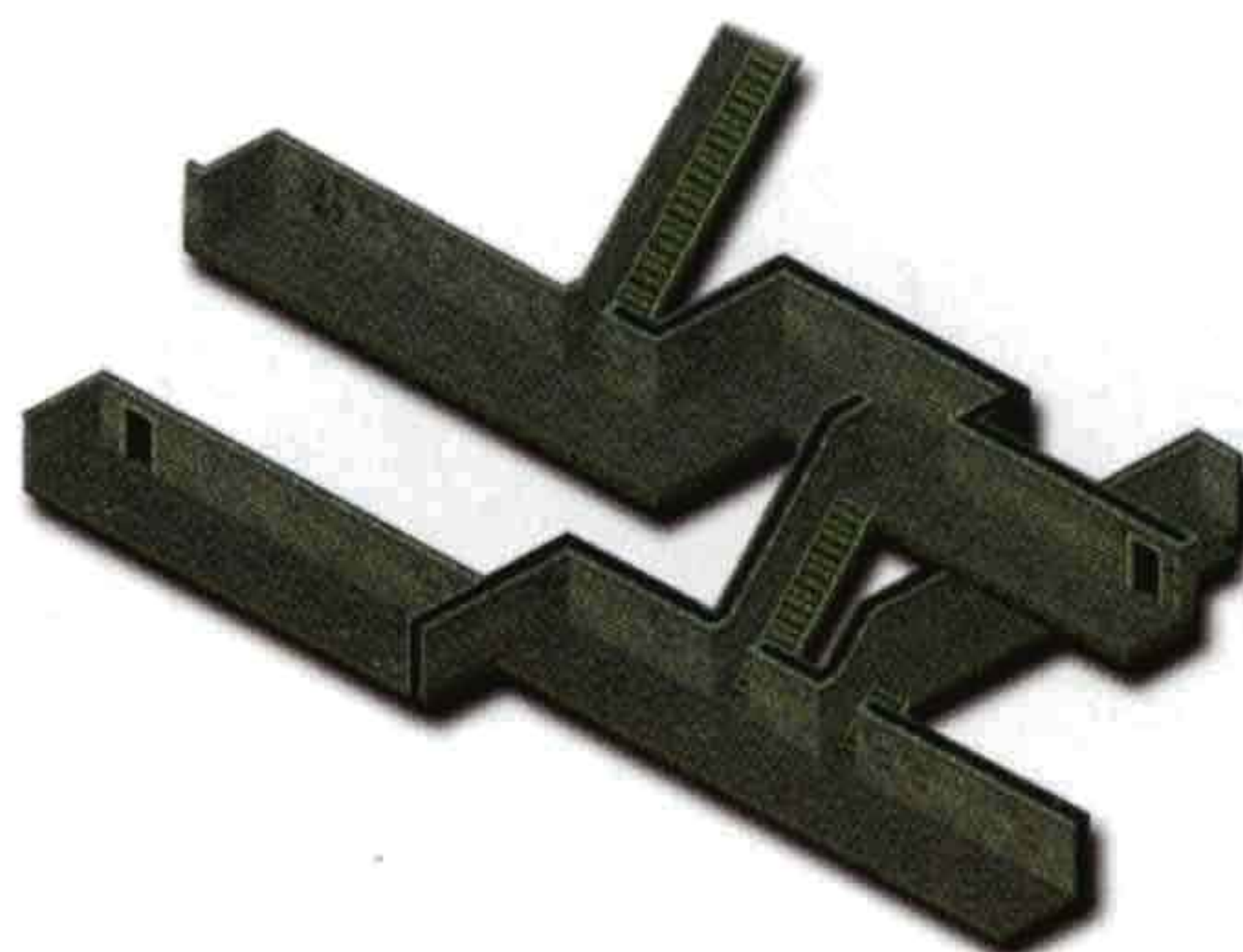
INSIDE ANGEL'S TOWER



ITEMS & MASTERS

ITEM:

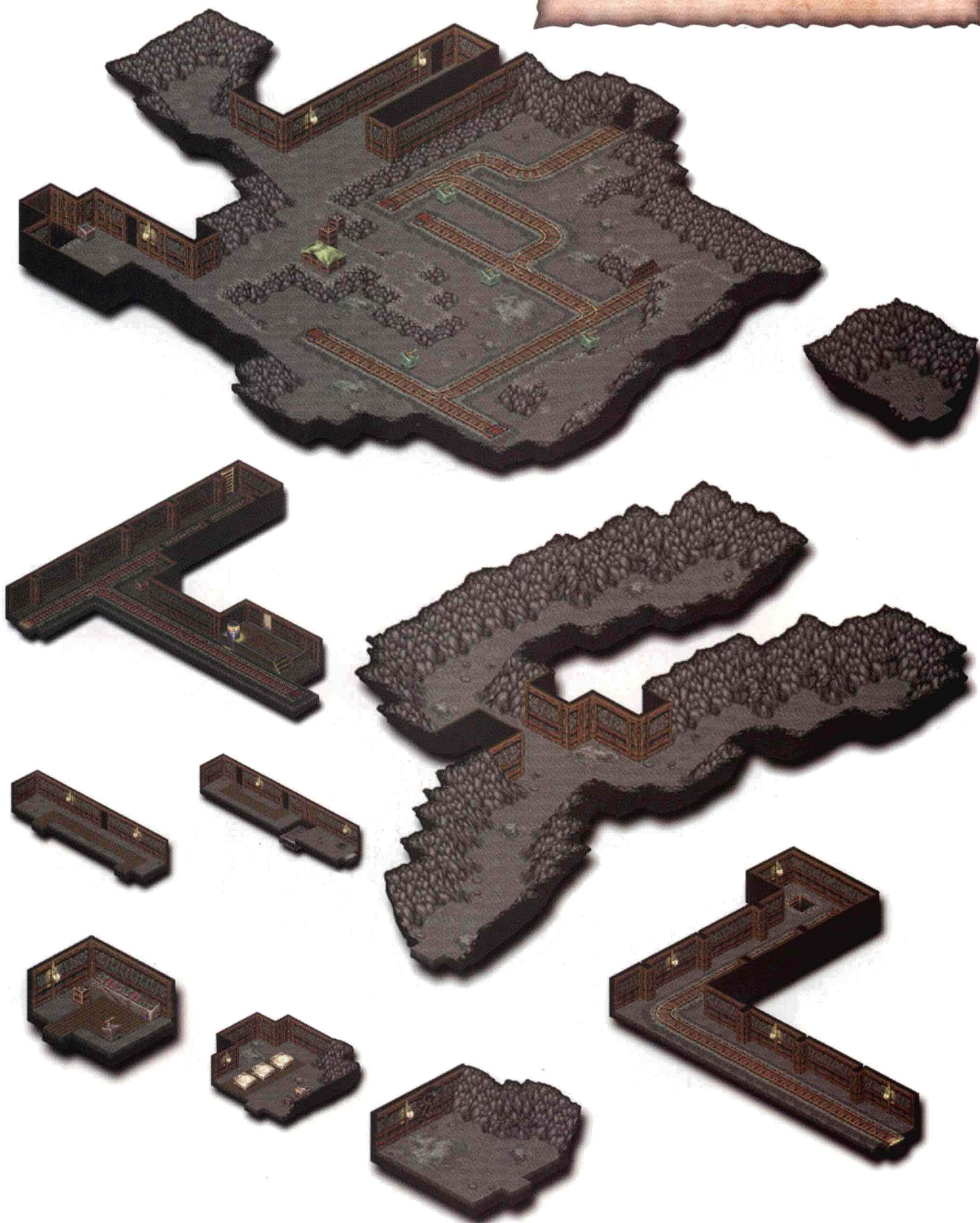
1. Diamond Ring
2. Moon Tears
3. Mithril Helm
4. Soul Gem
5. Napalm
6. Skill Ink



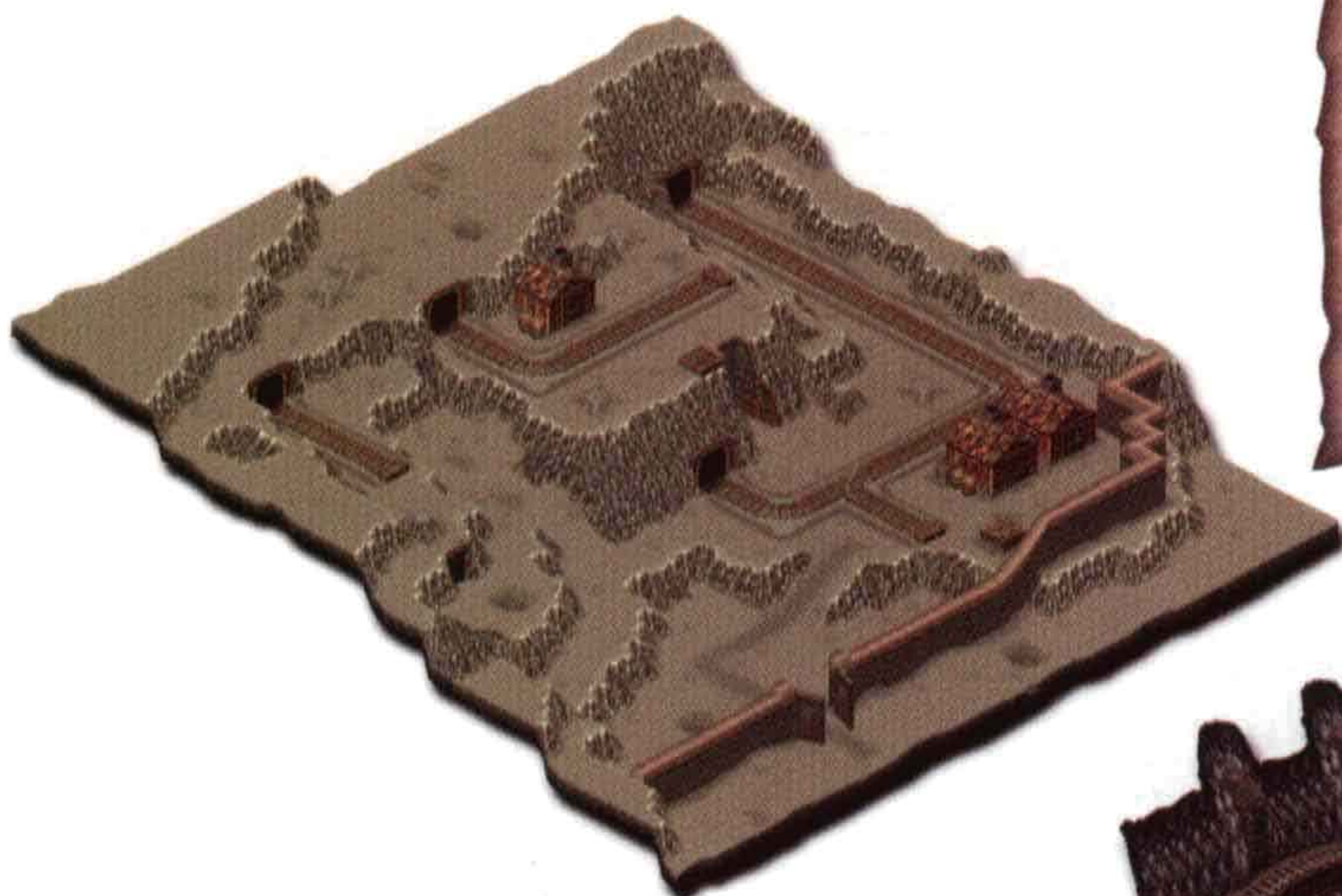
ITEMS & MASTERS

ITEM:

1. Feather Sword
2. MultiVitamin
3. Coupons
4. Lion's Belt
5. Protein



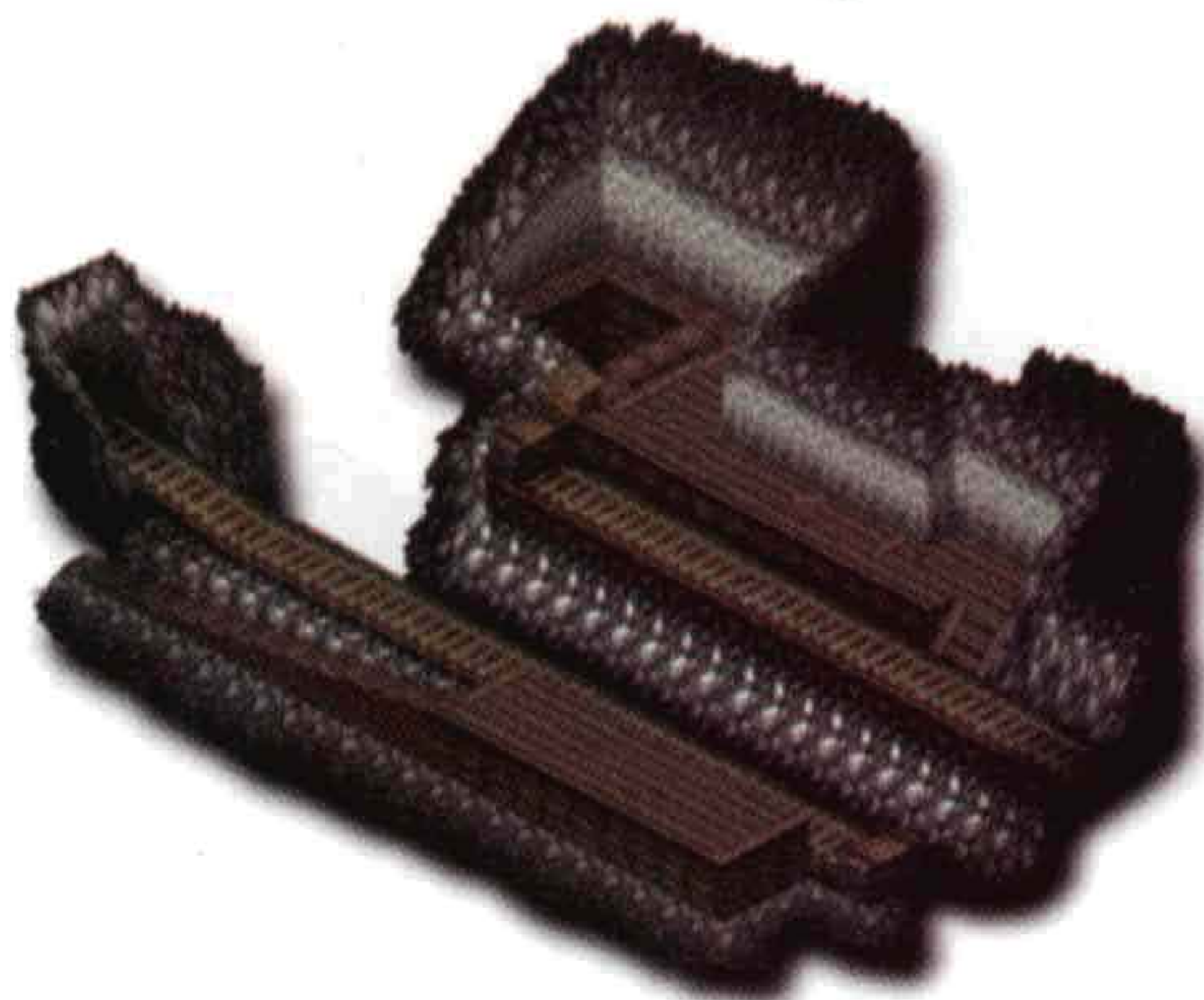
DAUNA MINE (2)



ITEMS & MASTERS

ITEM:

1. Light Clothing
2. 200Z

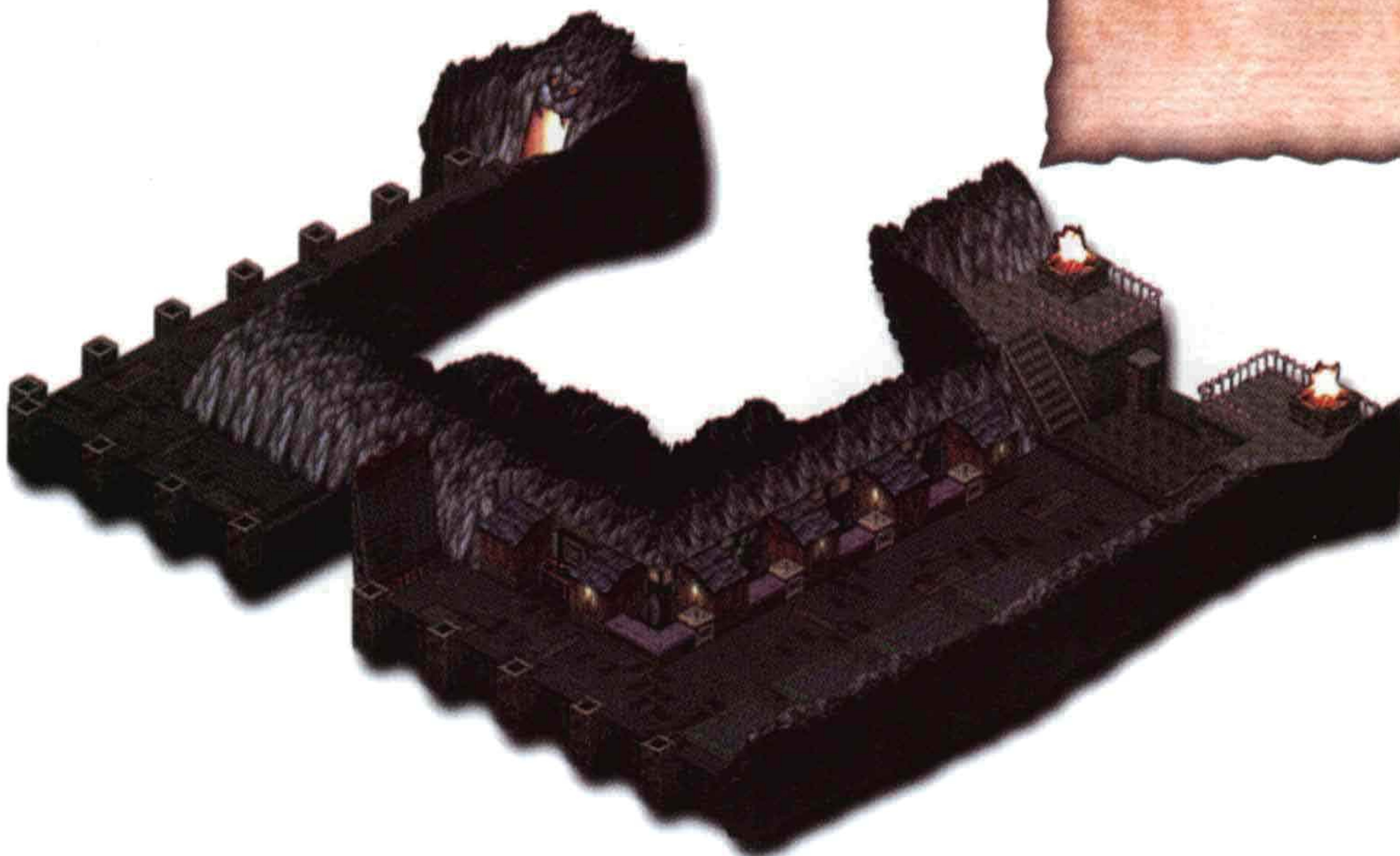


SIN CITY

ITEMS & MASTERS

ITEM:

1. Old Painting

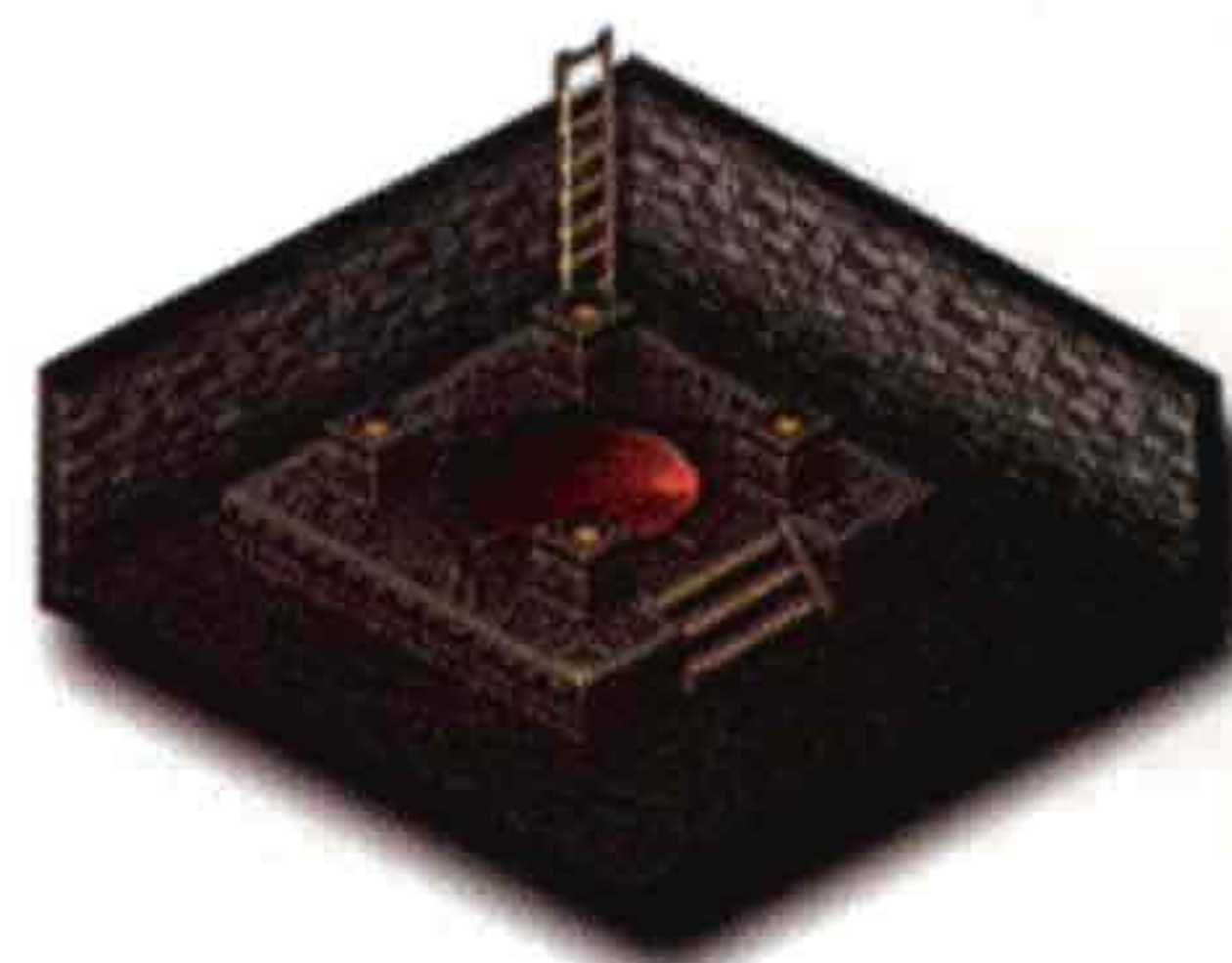
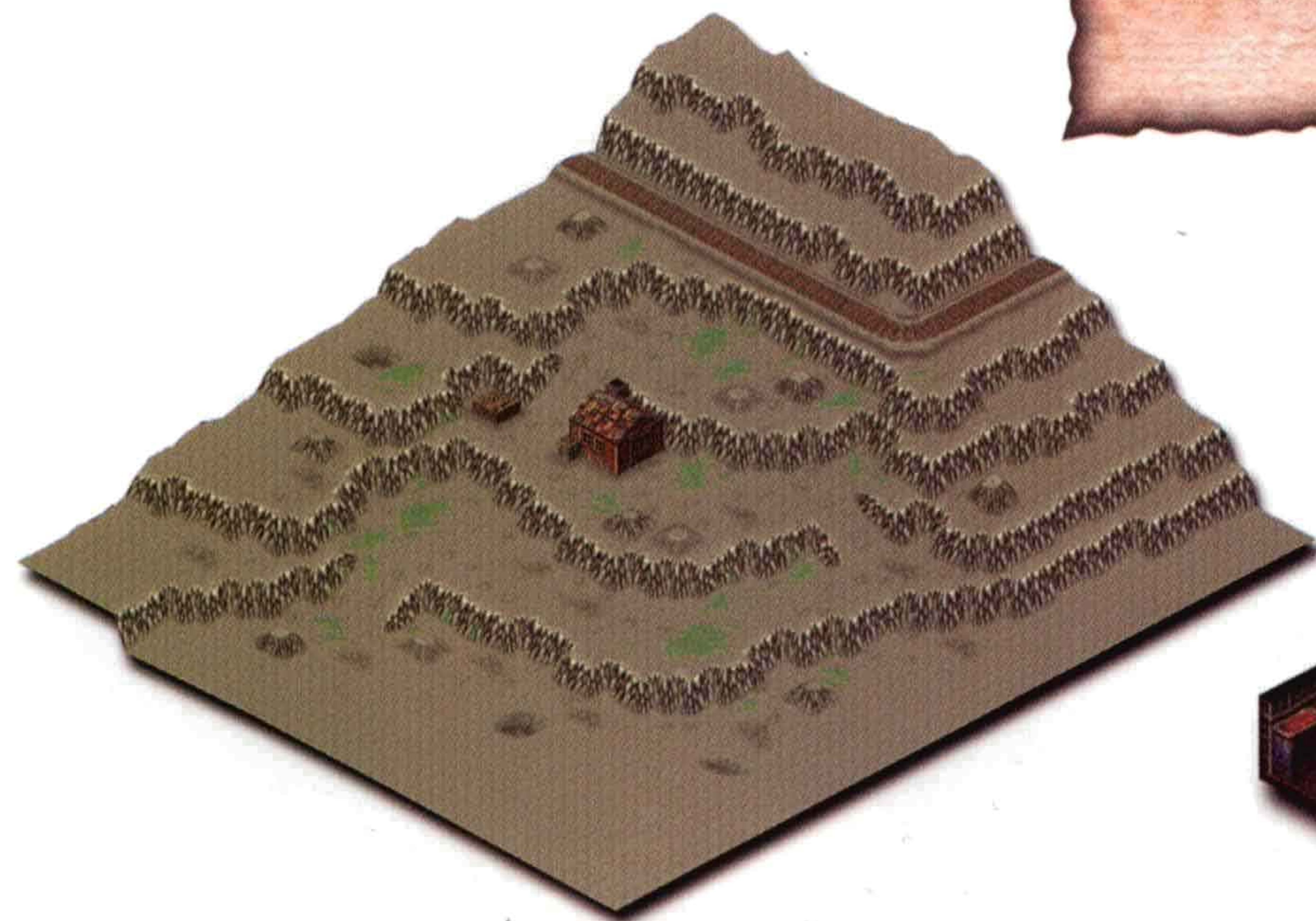


DAUNA HUT

ITEMS & MASTERS

MASTER:

1. Emitai



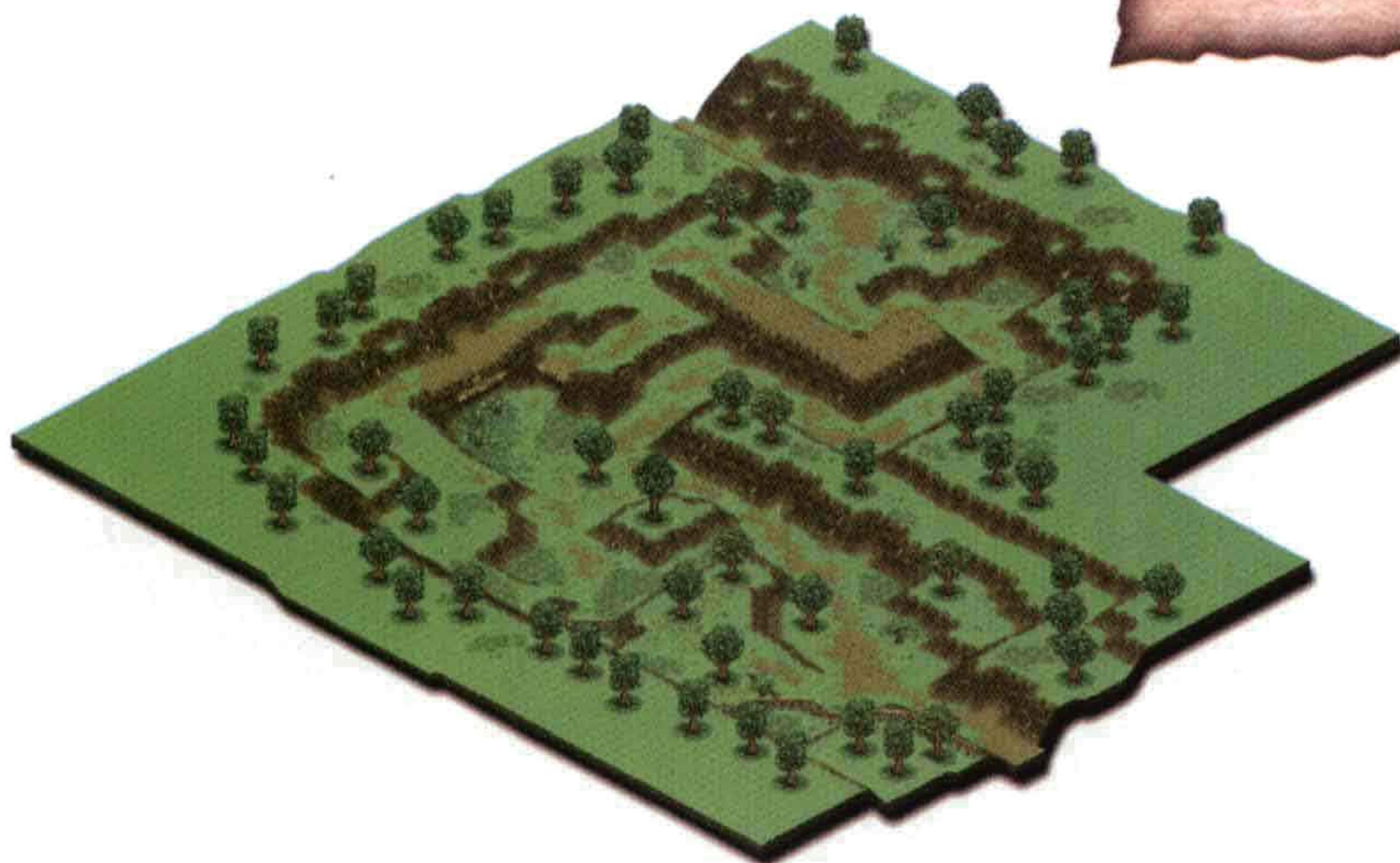
OGRE ROAD

ITEMS & MASTERS

ITEM:

1. Hourglass

2. Horseradish x 3

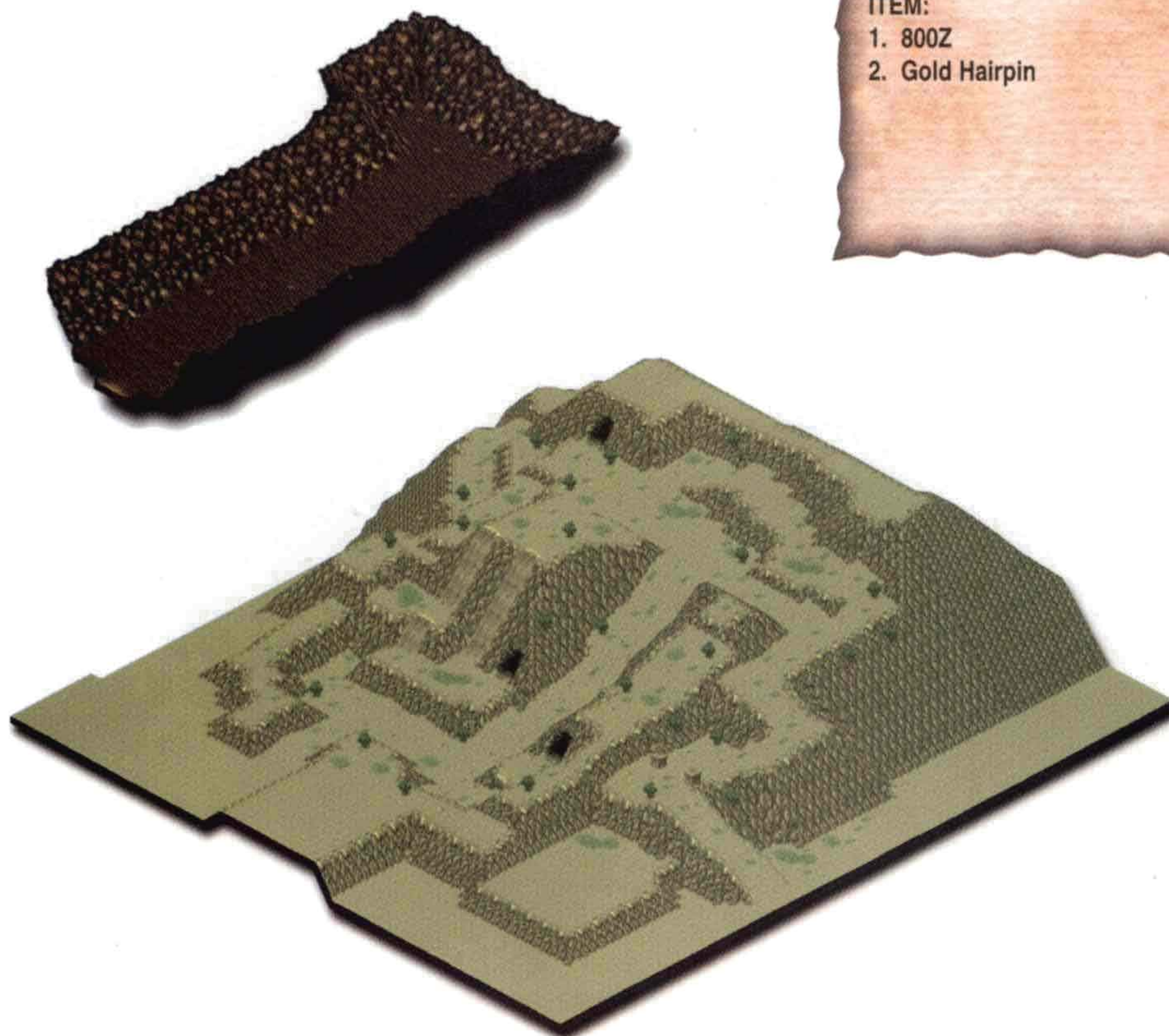


MOUNT LEVETT

ITEMS & MASTERS

ITEM:

1. 800Z
2. Gold Hairpin

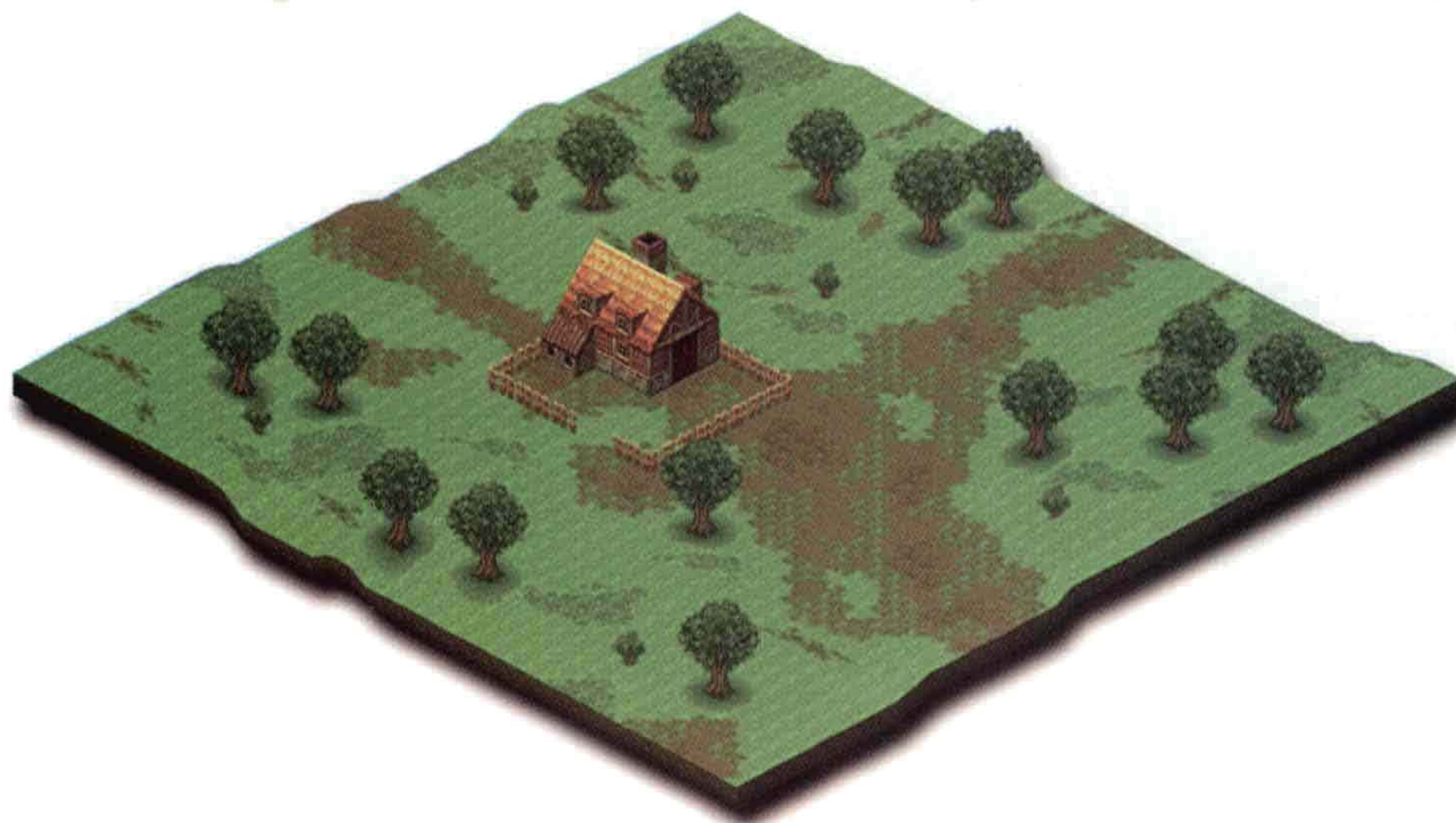
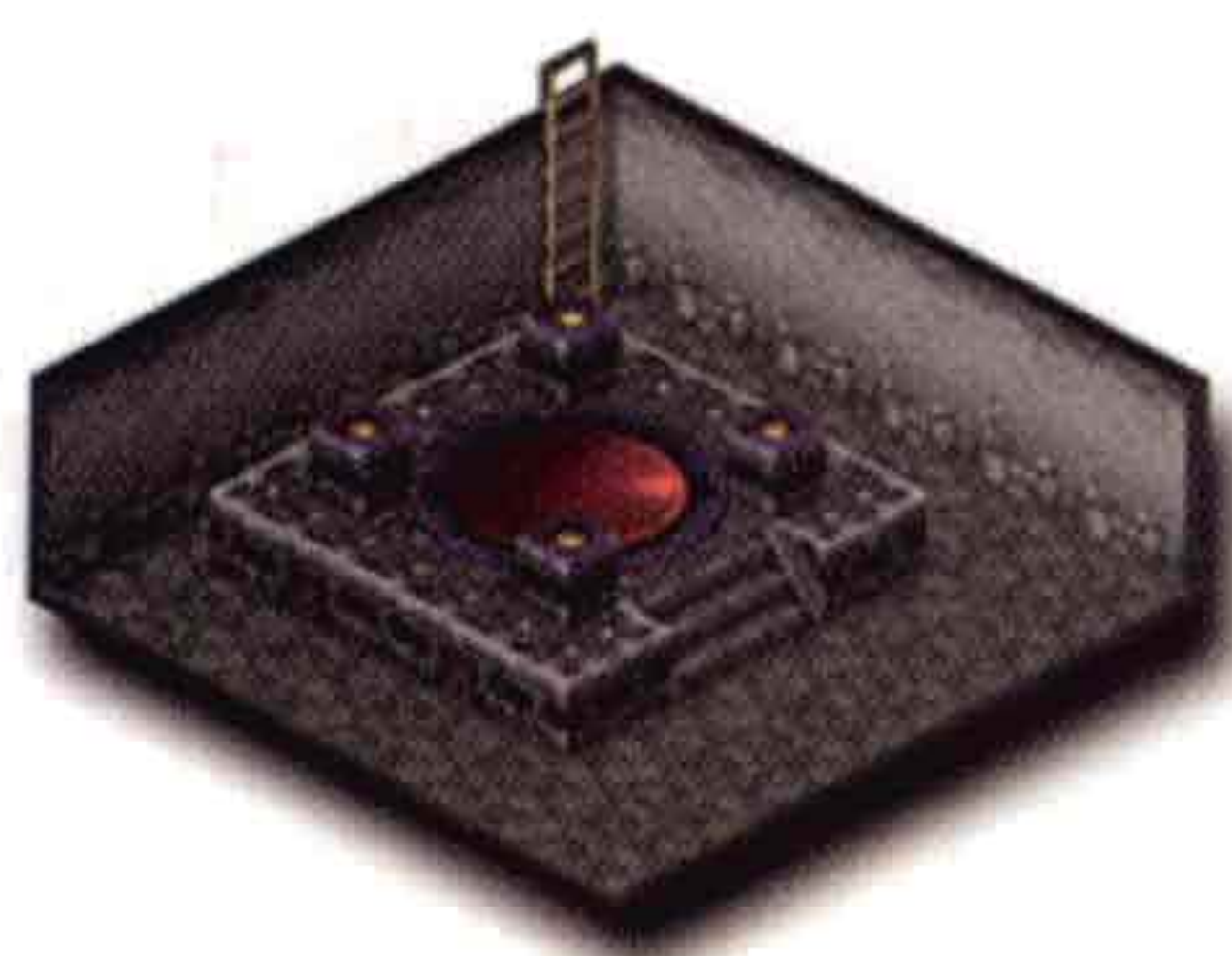


MT. LEVETT HUT

ITEMS & MASTERS

ITEM:

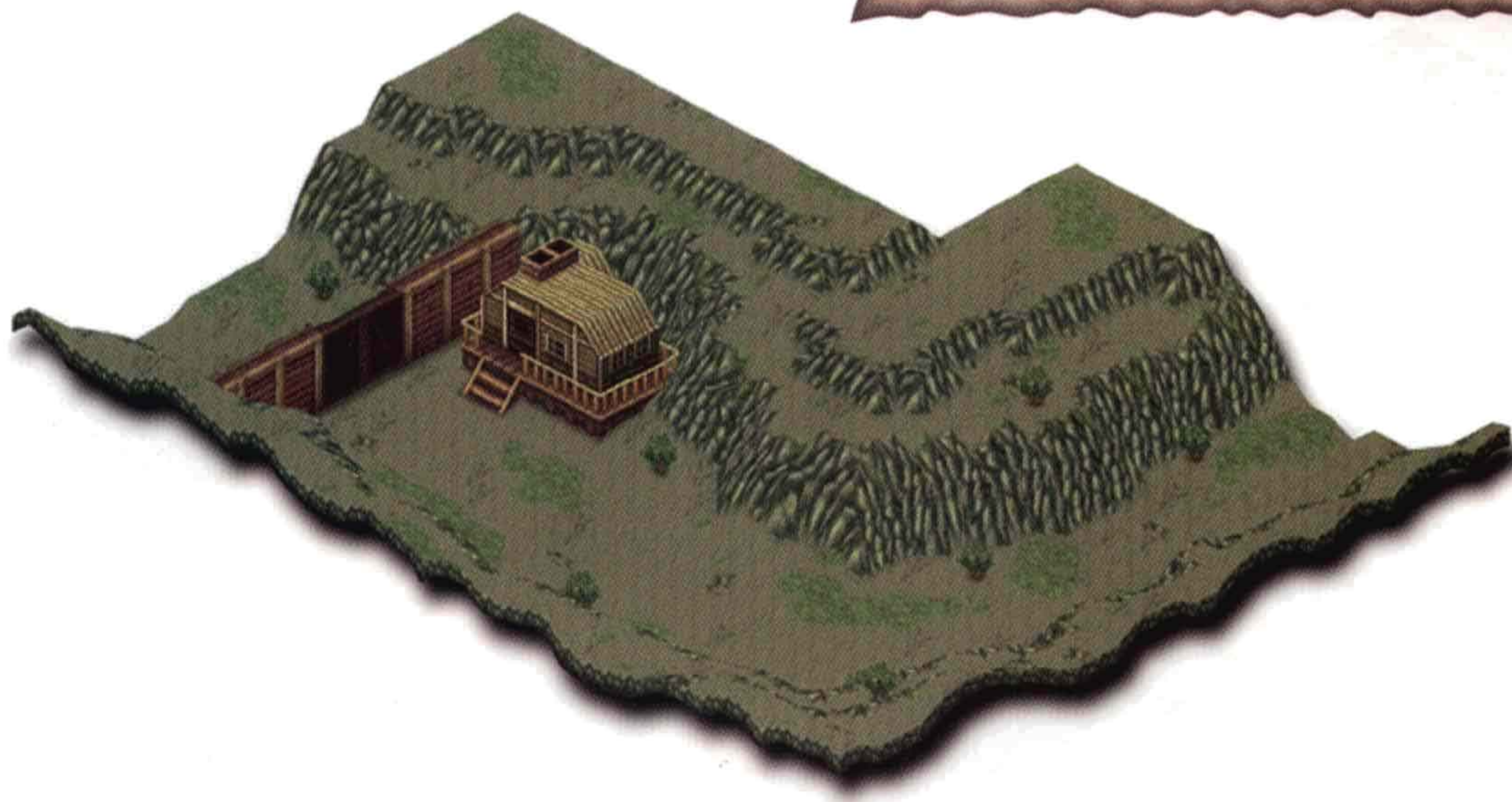
1. Healing Herb



ITEMS & MASTERS

ITEM:

1. Healing Herb, 80Z (Both Inside House)
2. Deluxe Rod, Ginseng, Ammonia (All Inside House)

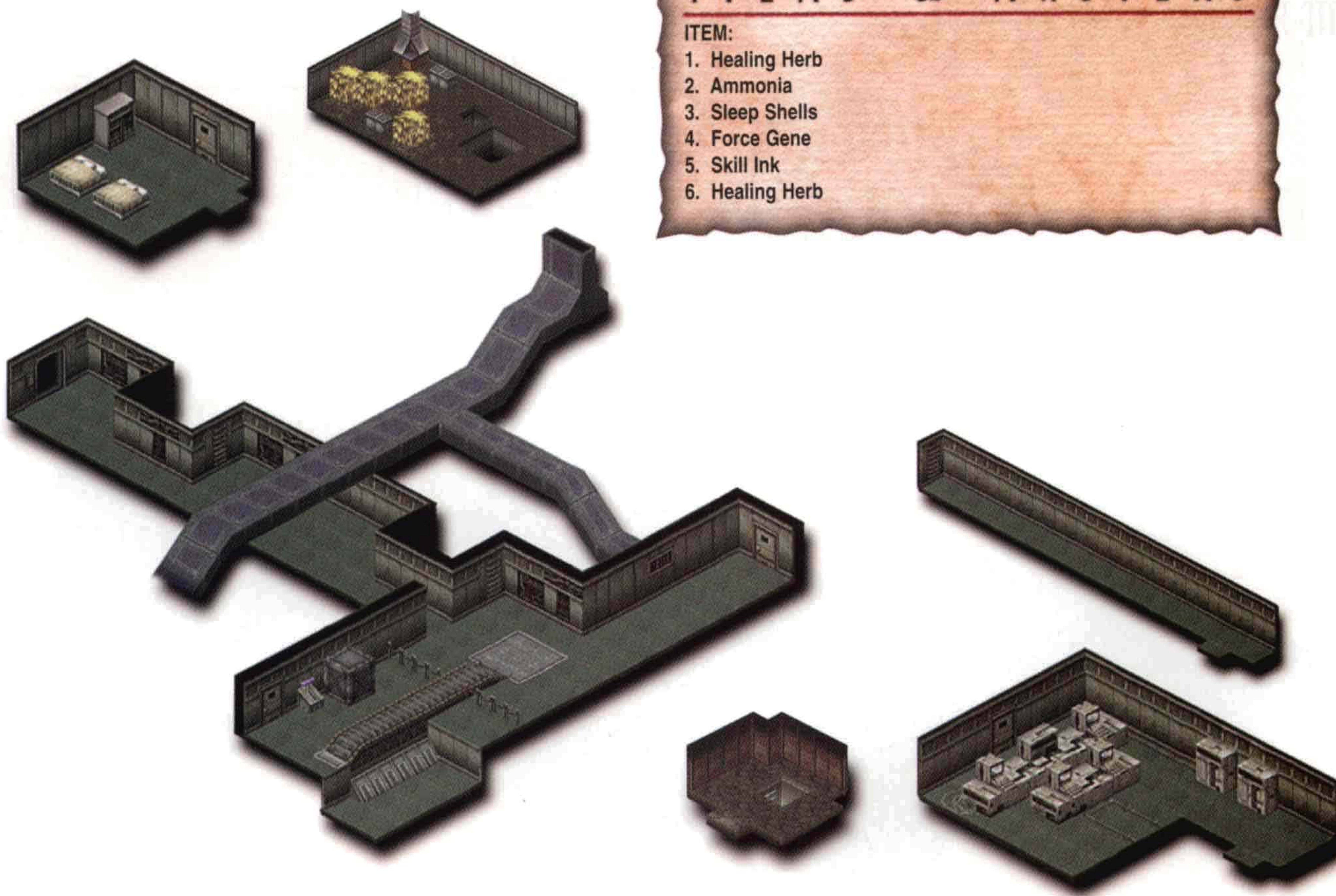


INSIDE PLANT (1)

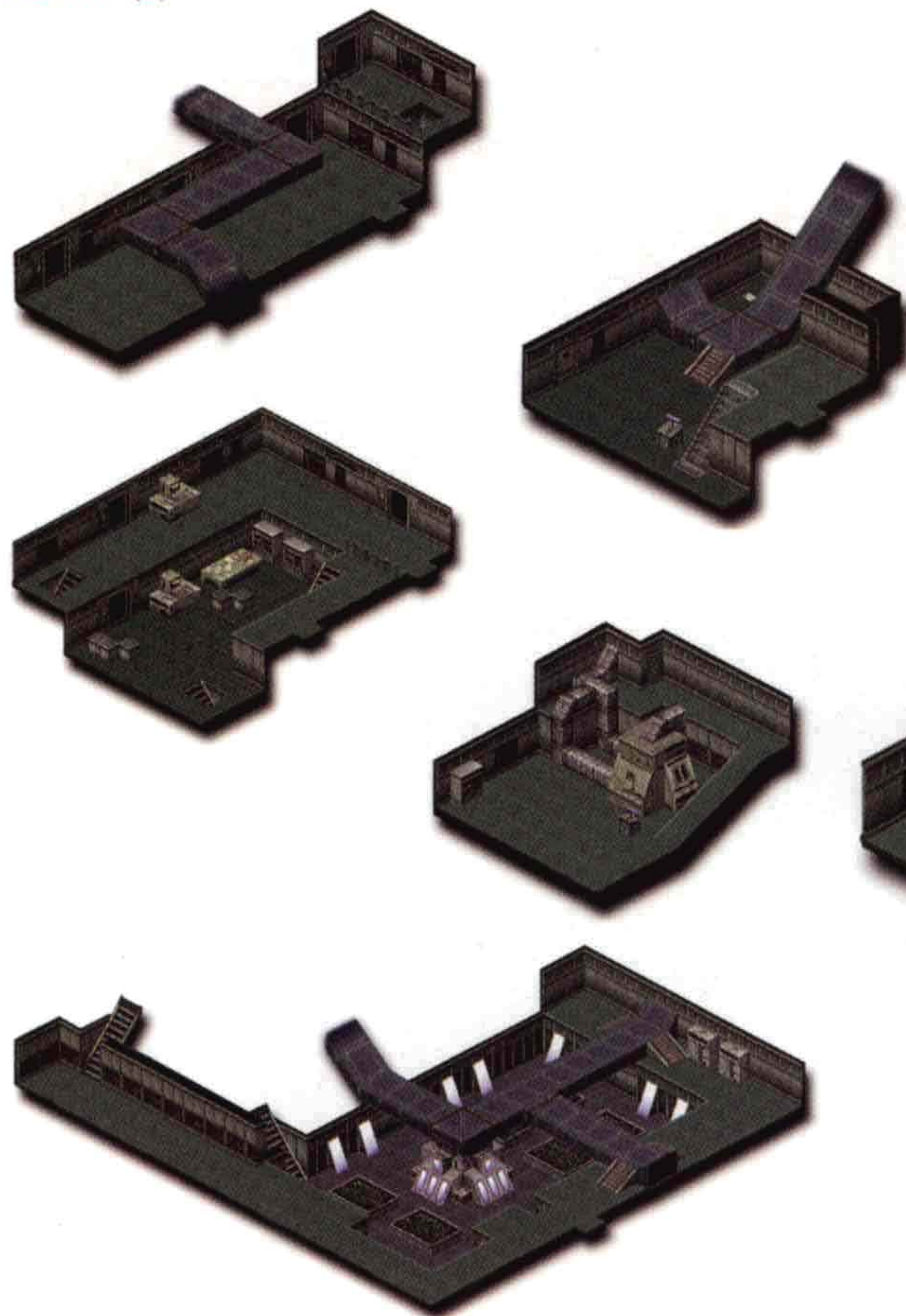
ITEMS & MASTERS

ITEM:

1. Healing Herb
2. Ammonia
3. Sleep Shells
4. Force Gene
5. Skill Ink
6. Healing Herb



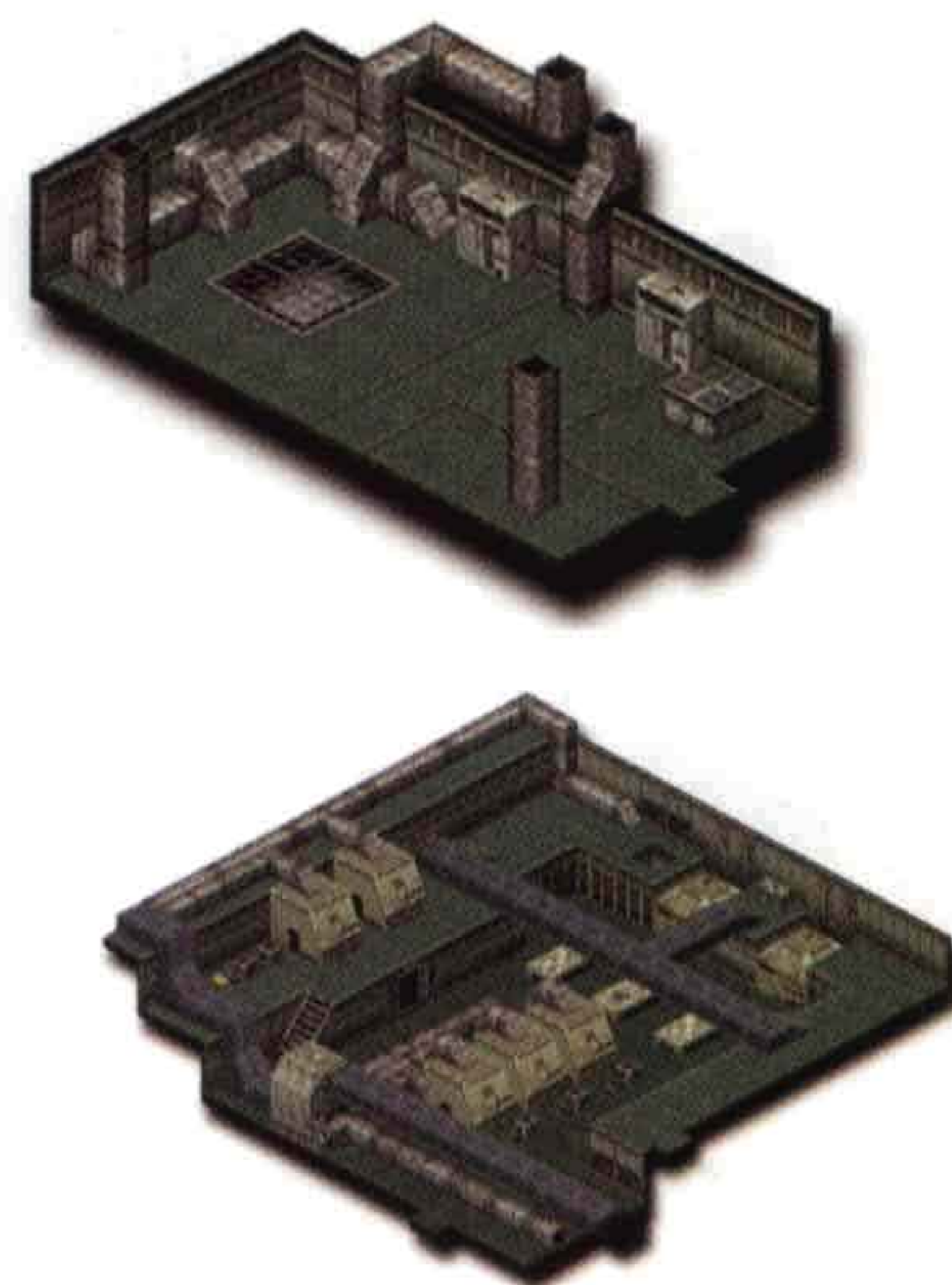
INSIDE PLANT (2)



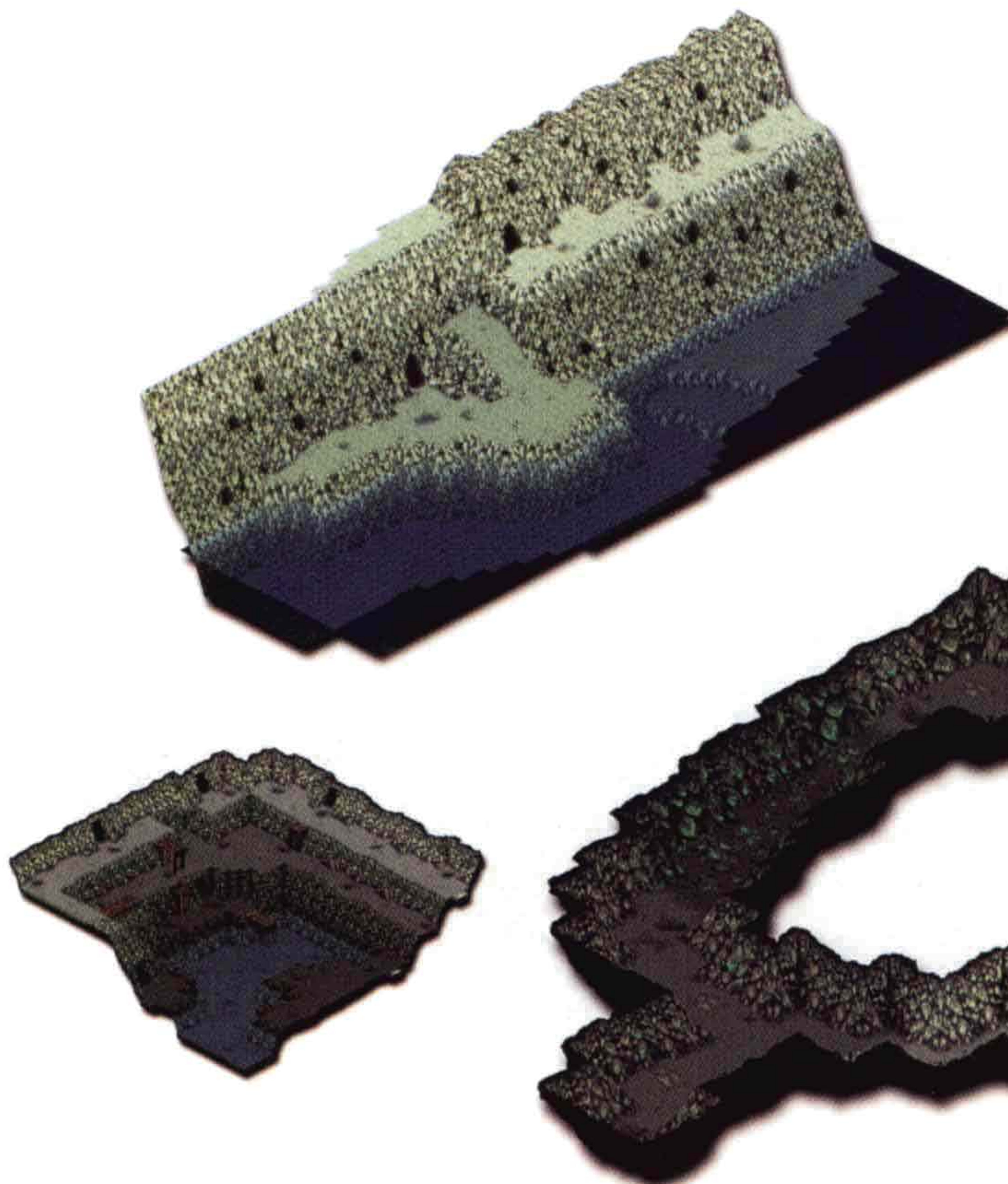
ITEMS & MASTERS

ITEM:

1. Ammonia
2. Silver Mail
3. Wisdom Ring
4. 400Z



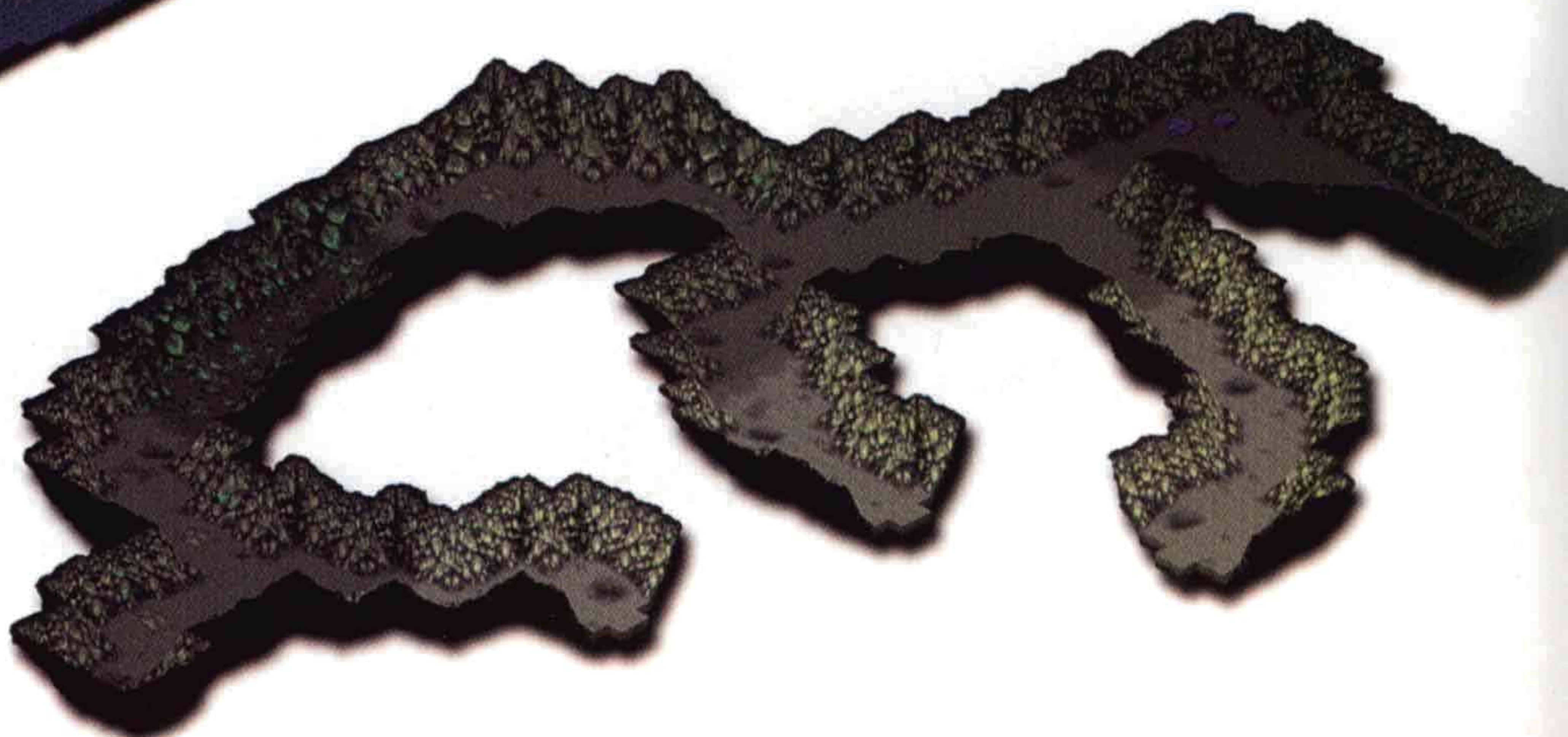
TIDAL CAVES



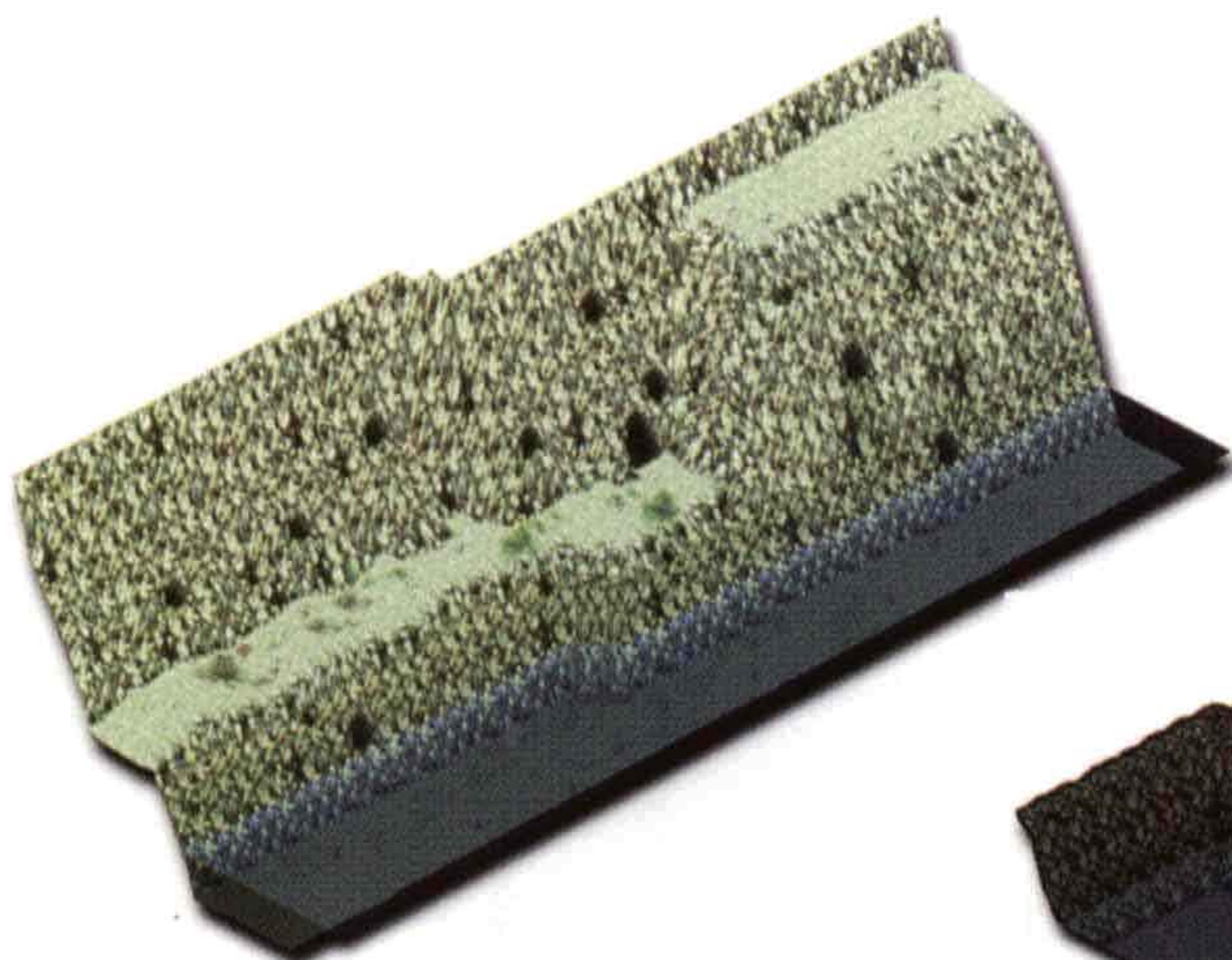
ITEMS & MASTERS

ITEM:

1. Deadly Blade
2. Coin
3. Thunder Ring
4. Fish-head



TIDAL CAVES (2)

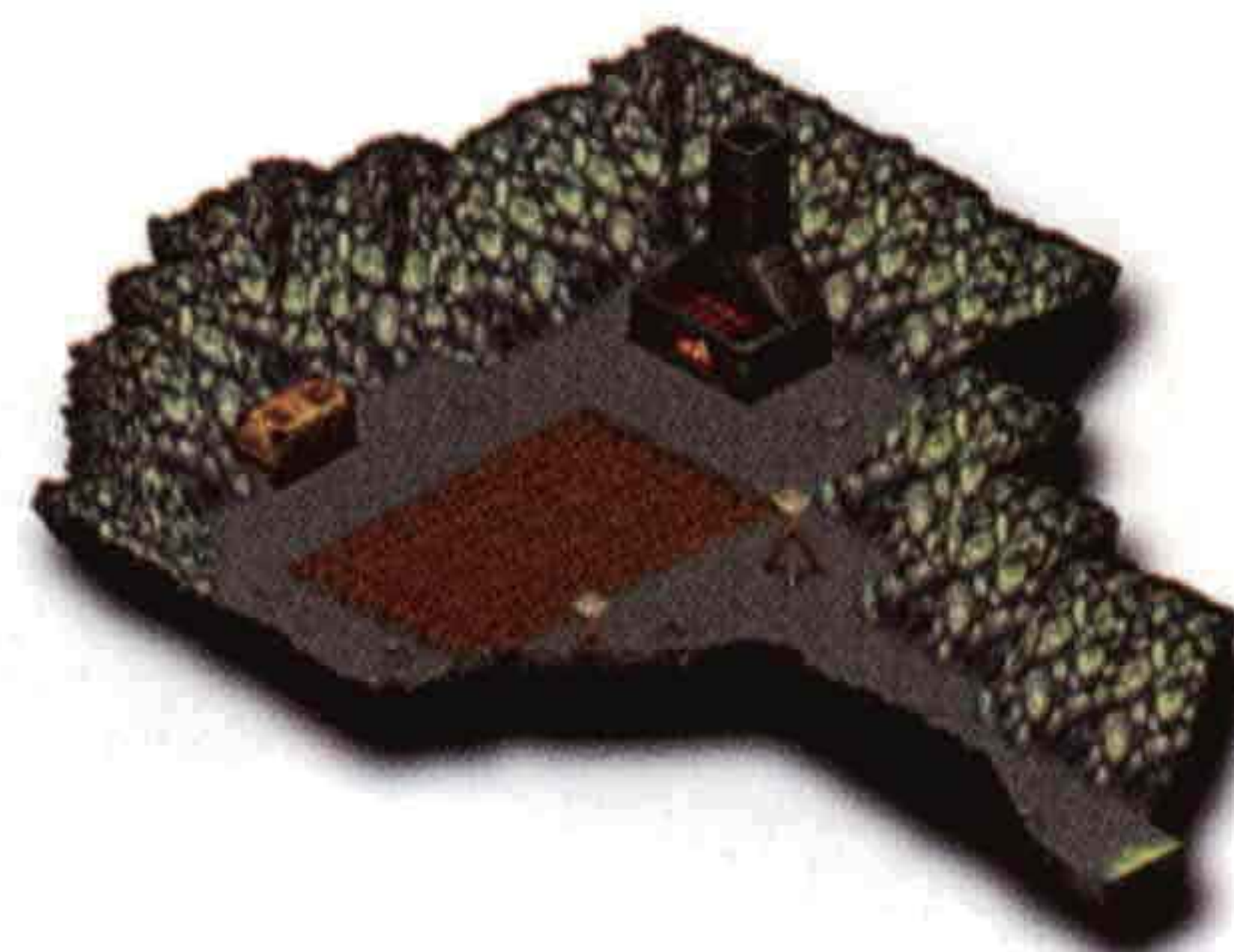
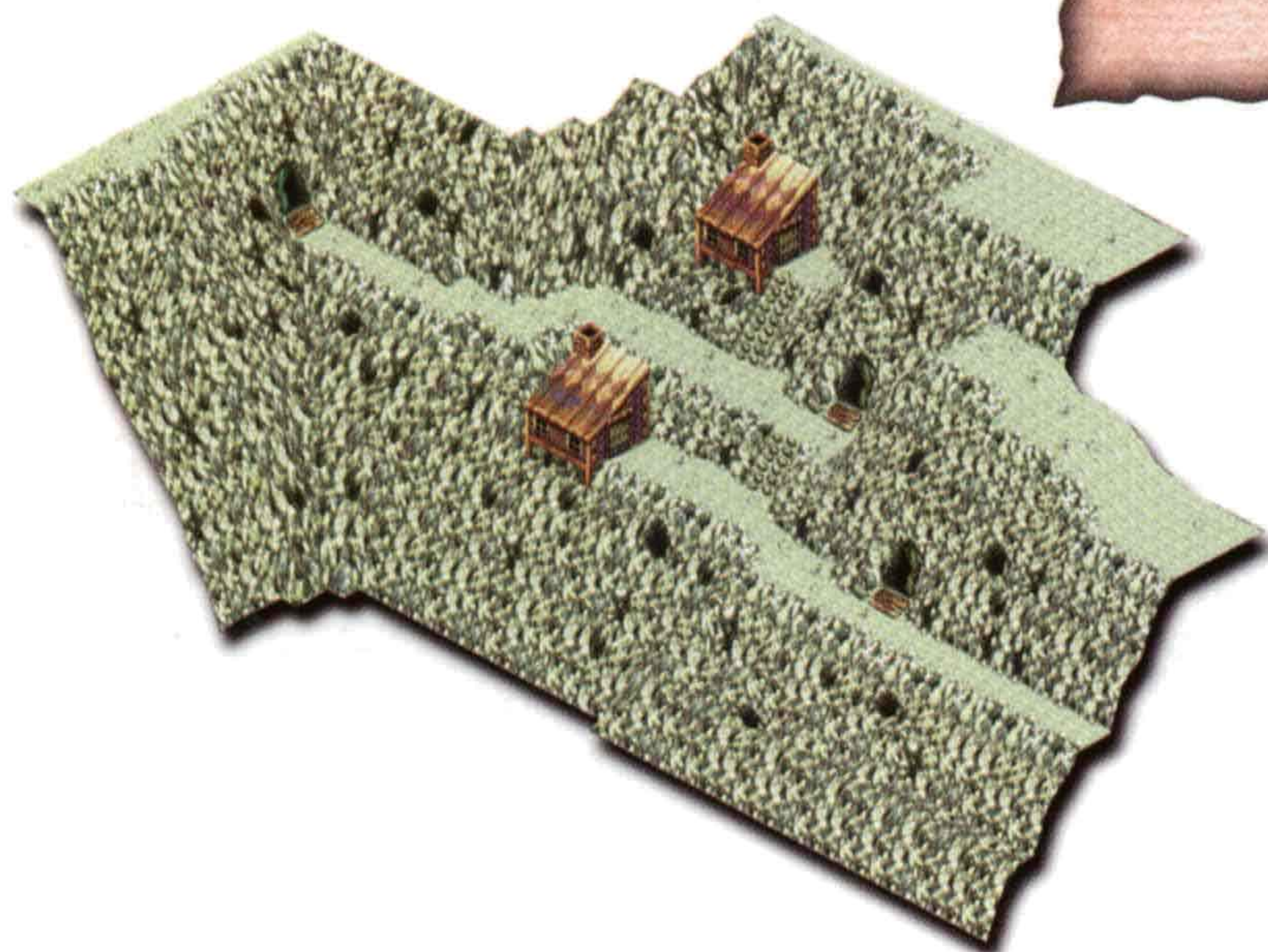


ITEMS & MASTERS

ITEM:

1. Hawk's Ring
2. Gross Gene

CLIFF



ITEMS & MASTERS

ITEM:

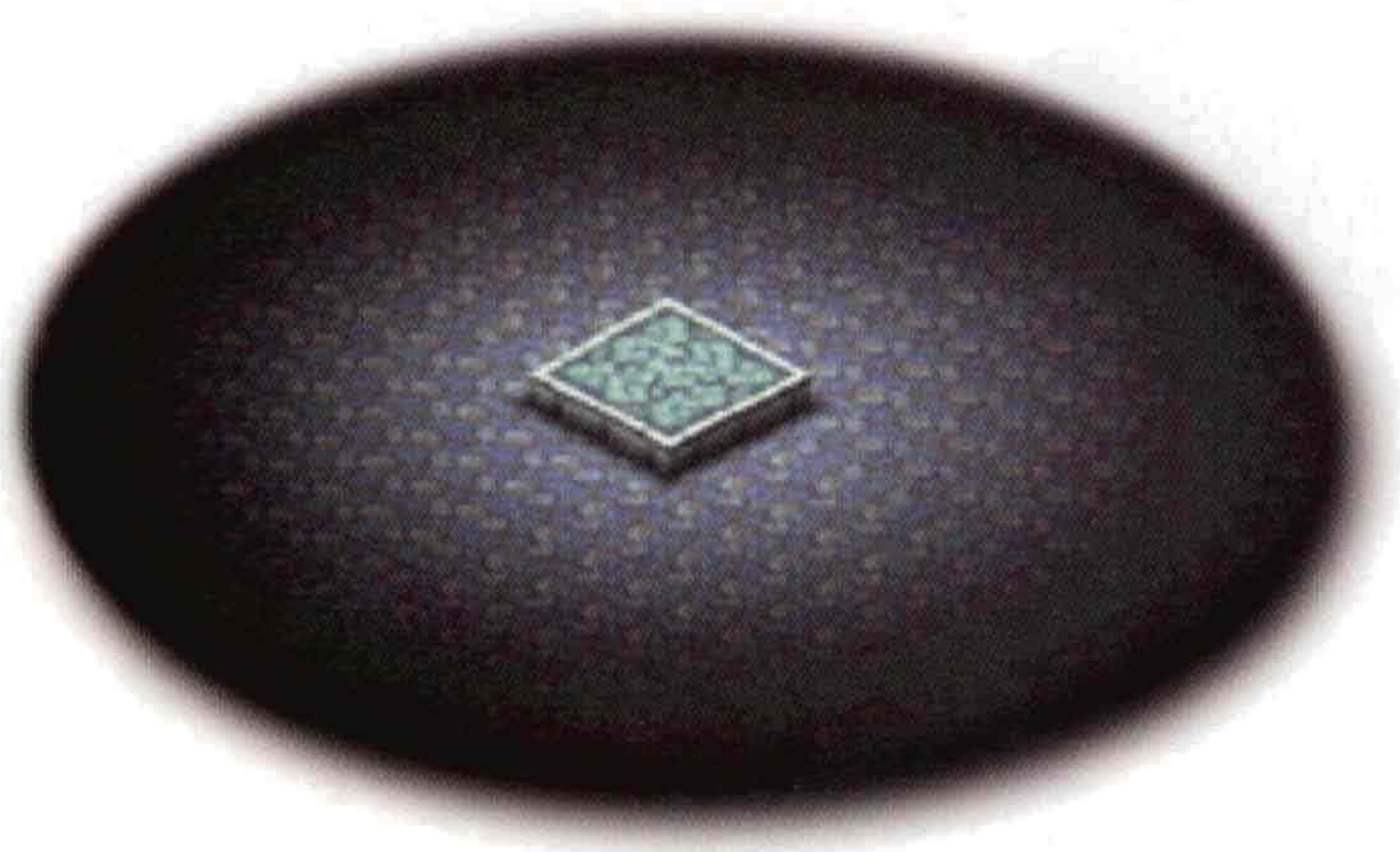
1. Beast Spear (Found on Gaist's Body)

CAVE OF AGES

ITEMS & MASTERS

MASTER:

1. Deis



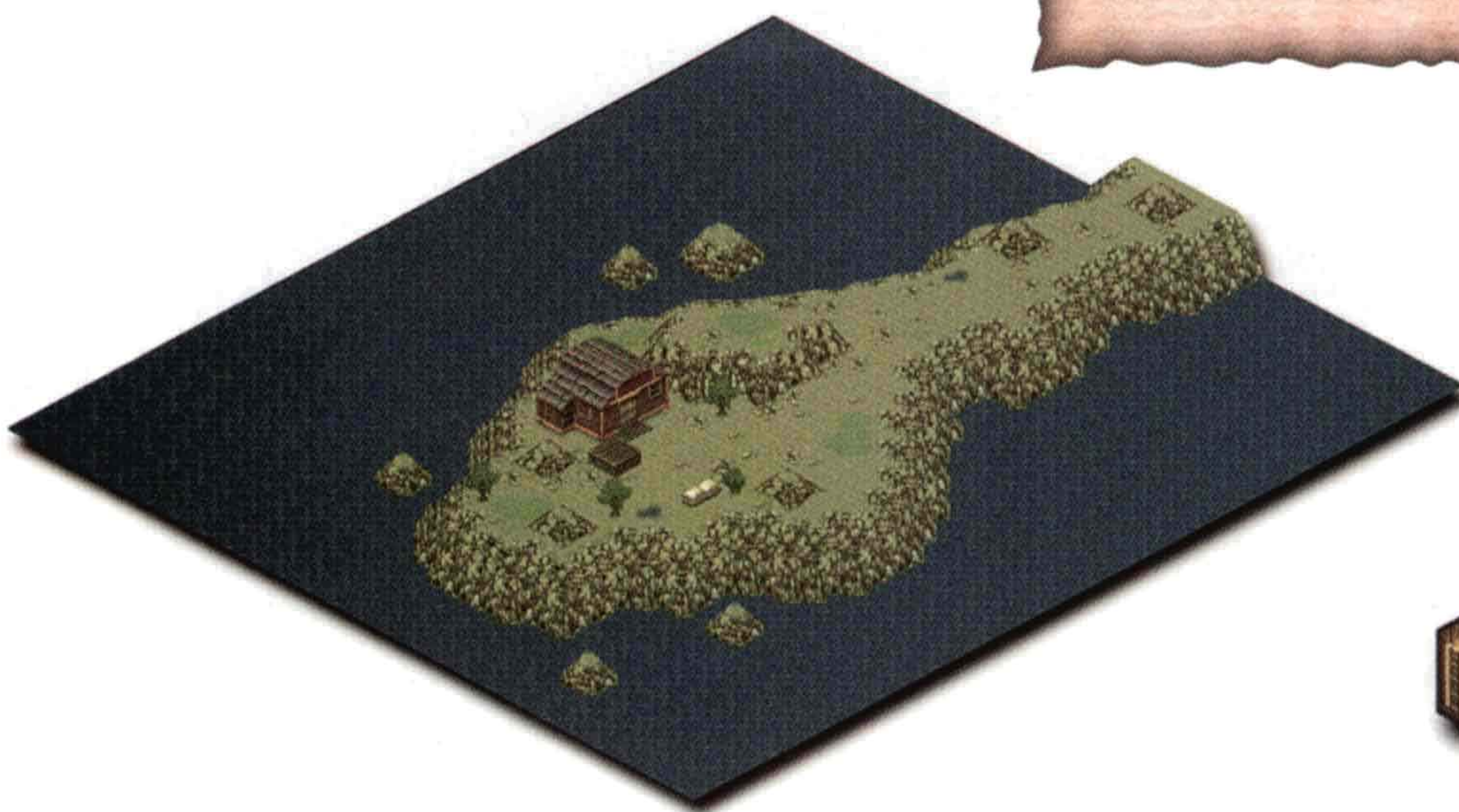
ITEMS & MASTERS

ITEM:

1. ??? Gene

2. Swallow Eye

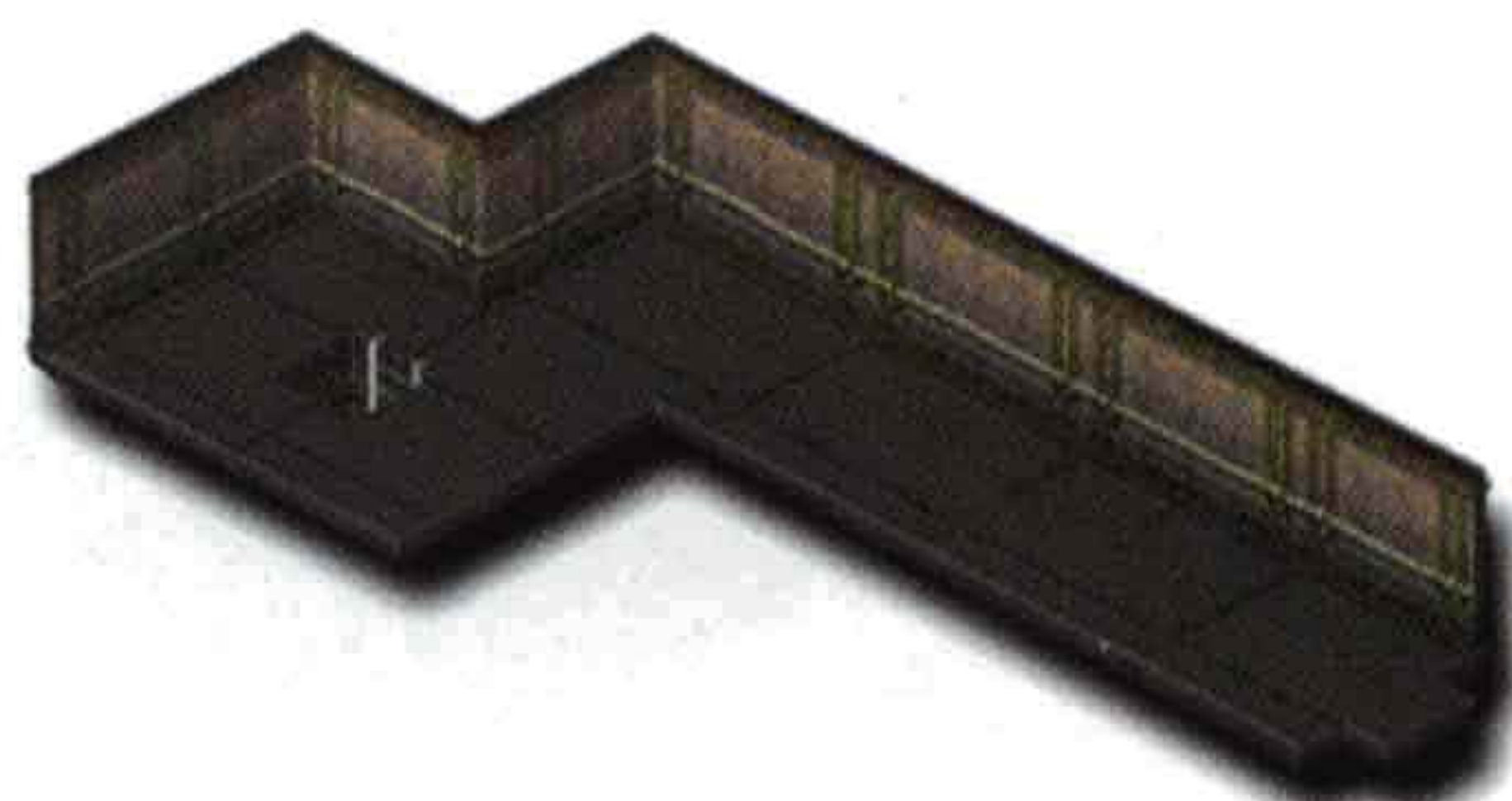
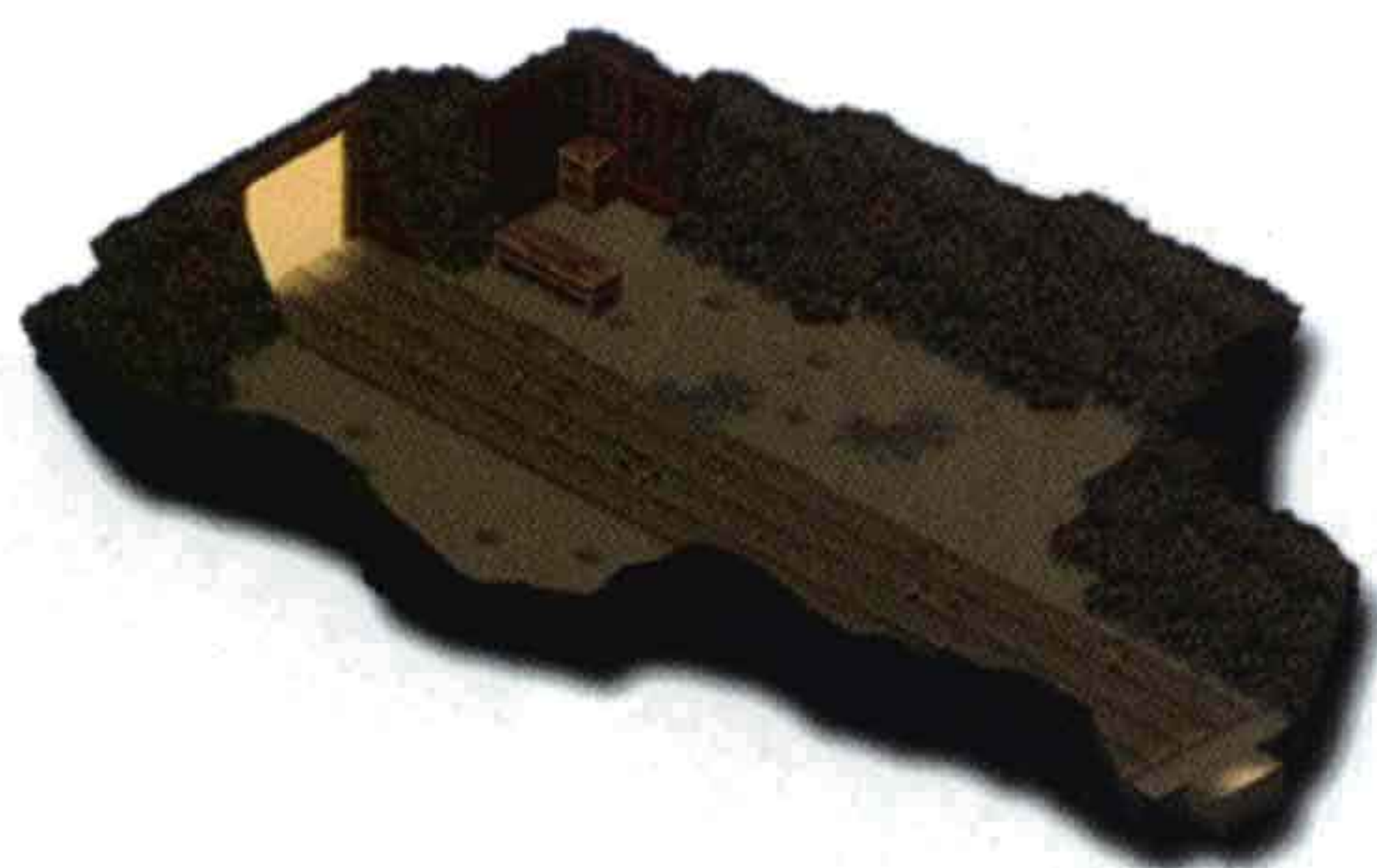
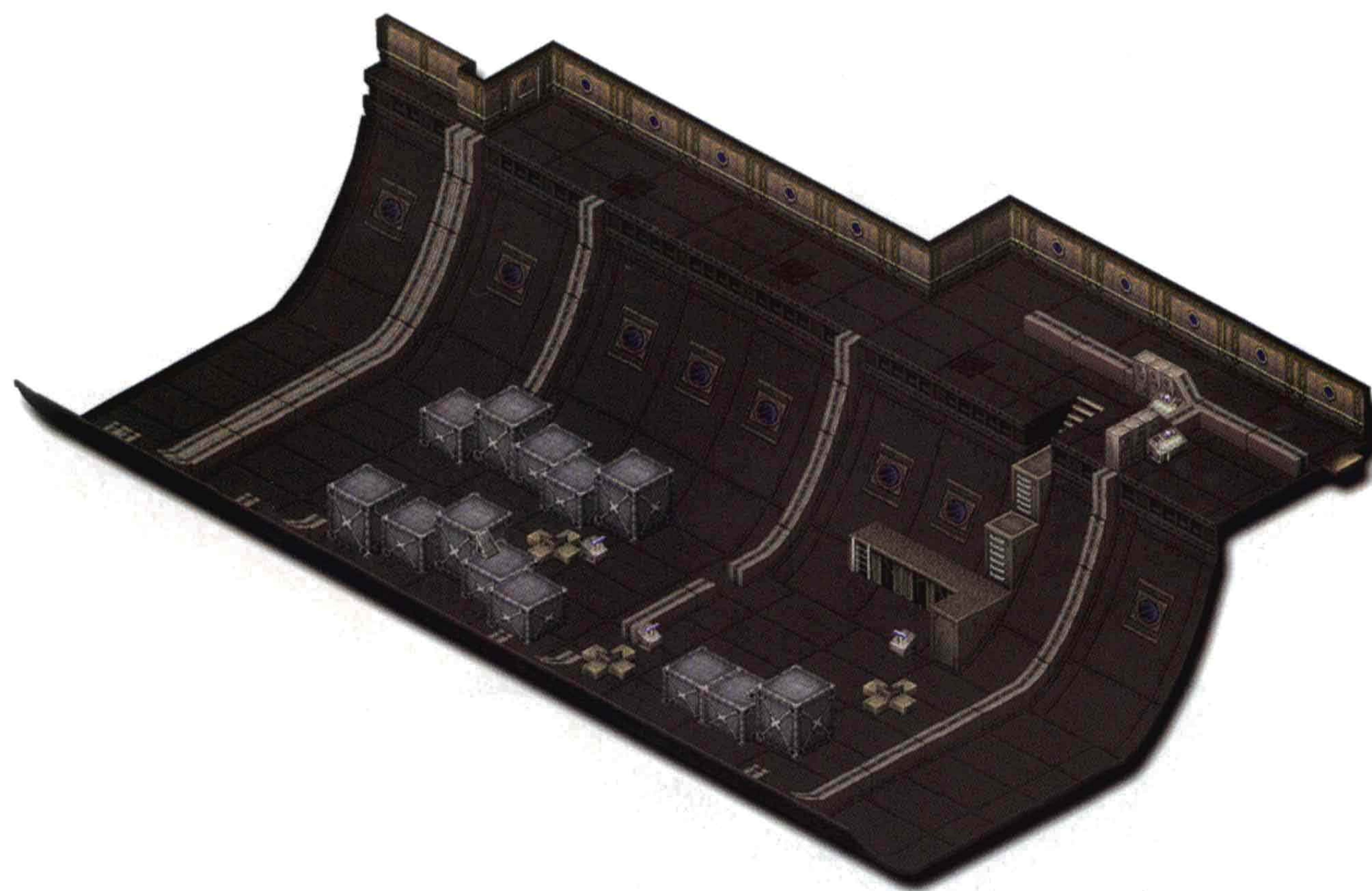
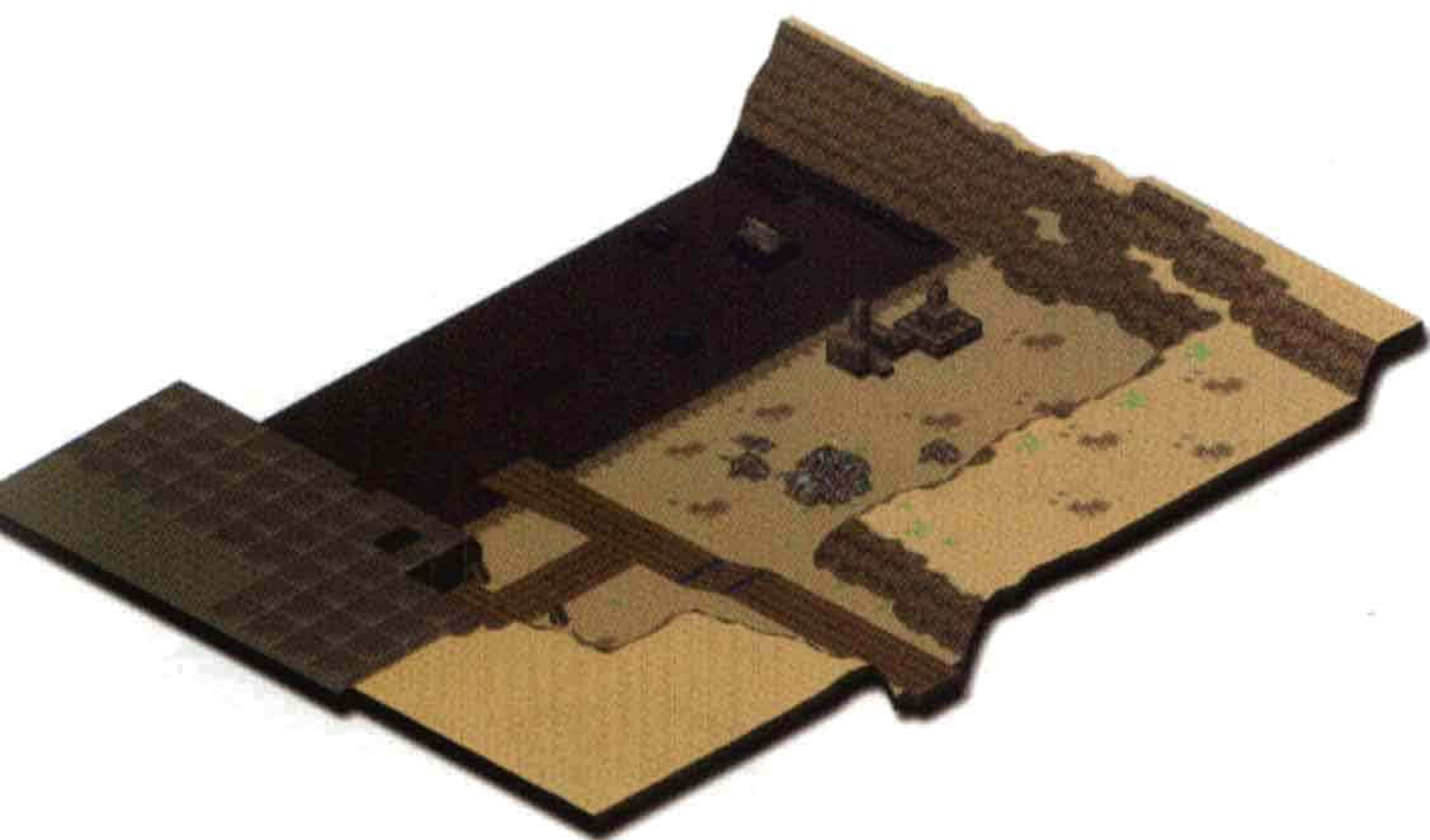
STEEL BEACH HUT



STEEL BEACH / CONTAINER SHIP

ITEMS & MASTERS

- | | | |
|----------------|------------|------------------|
| ITEM: | 6. Part F | 12. Part G |
| 1. Mutant Gene | 7. Part D | 13. Part C |
| 2. Part A | 8. Part C | 14. Part E |
| 3. Part B | 9. Part A | 15. Part F |
| 4. Part H | 10. Part H | 16. Part C |
| 5. Part G | 11. Part D | 17. Robe of Wind |



ITEMS & MASTERS

ITEM:

1. Blizzard Mail
2. Ice Shield
3. Heavy Dagger
4. Protein (Inside House)

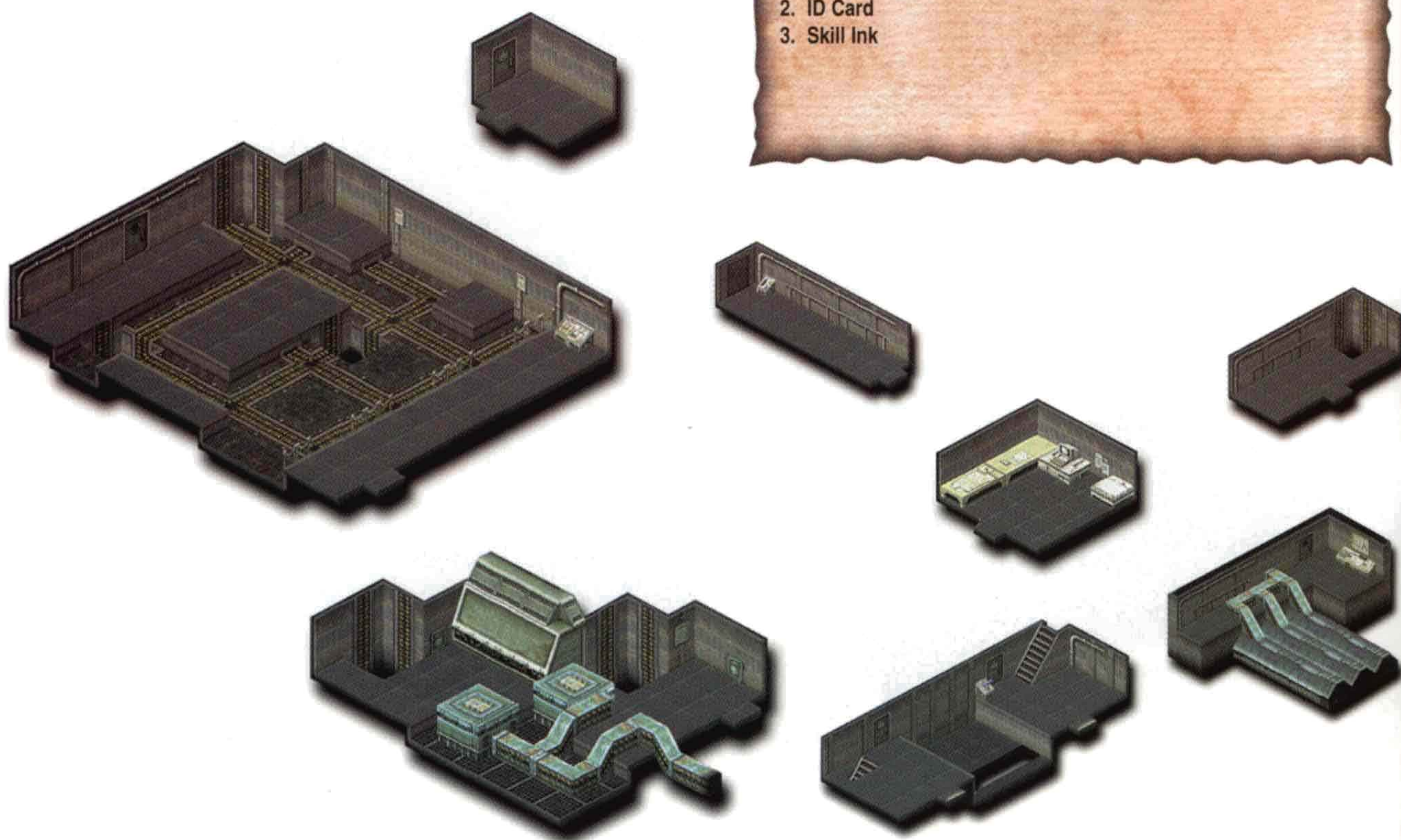


BLACK SHIP (1)

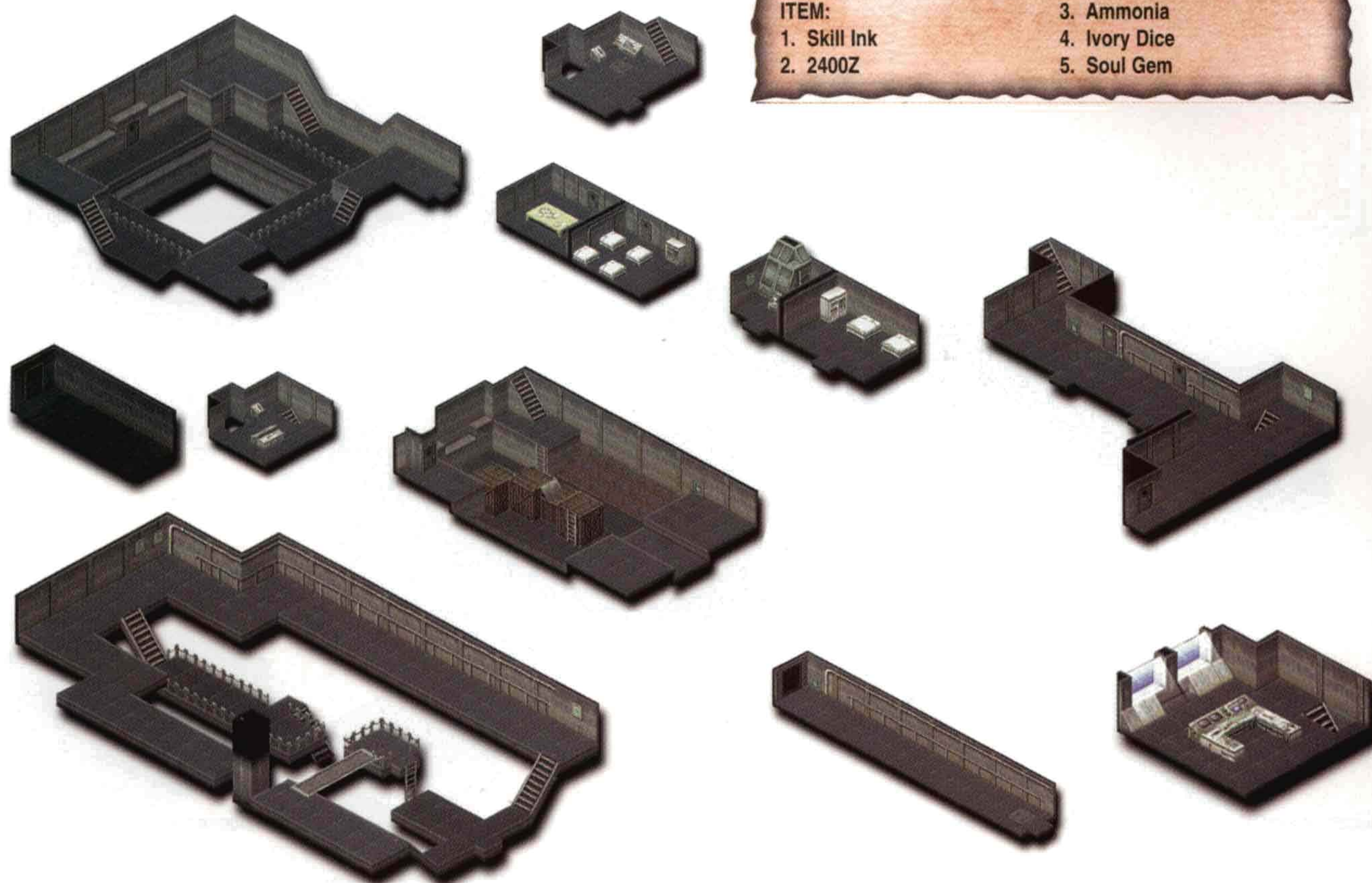
ITEMS & MASTERS

ITEM:

1. Flash Shells
2. ID Card
3. Skill Ink



BLACK SHIP (2)



ITEMS & MASTERS

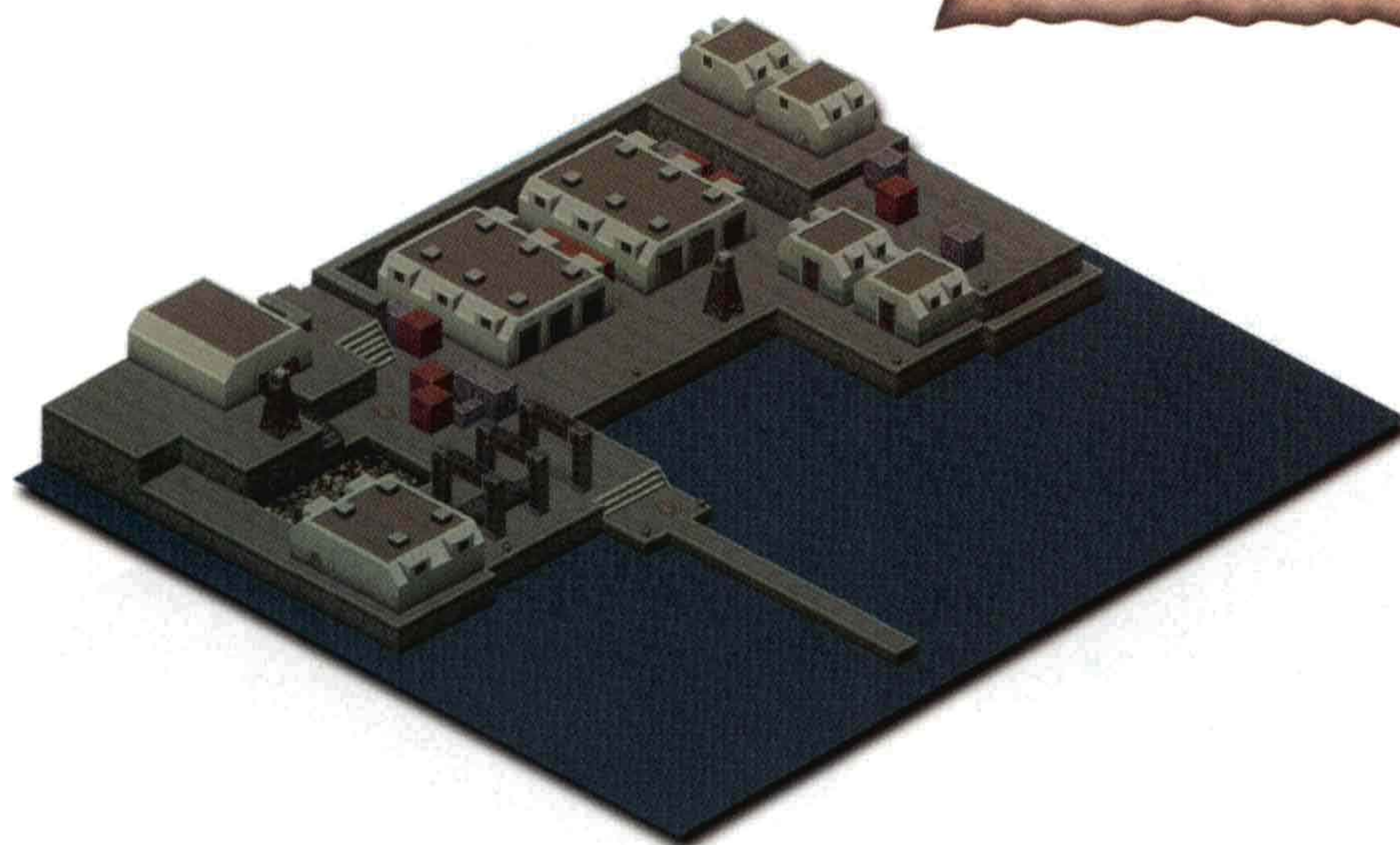
ITEM:

1. Skill Ink
2. 2400Z

3. Ammonia

4. Ivory Dice
5. Soul Gem

KOMBINAT



ITEMS & MASTERS

ITEM:

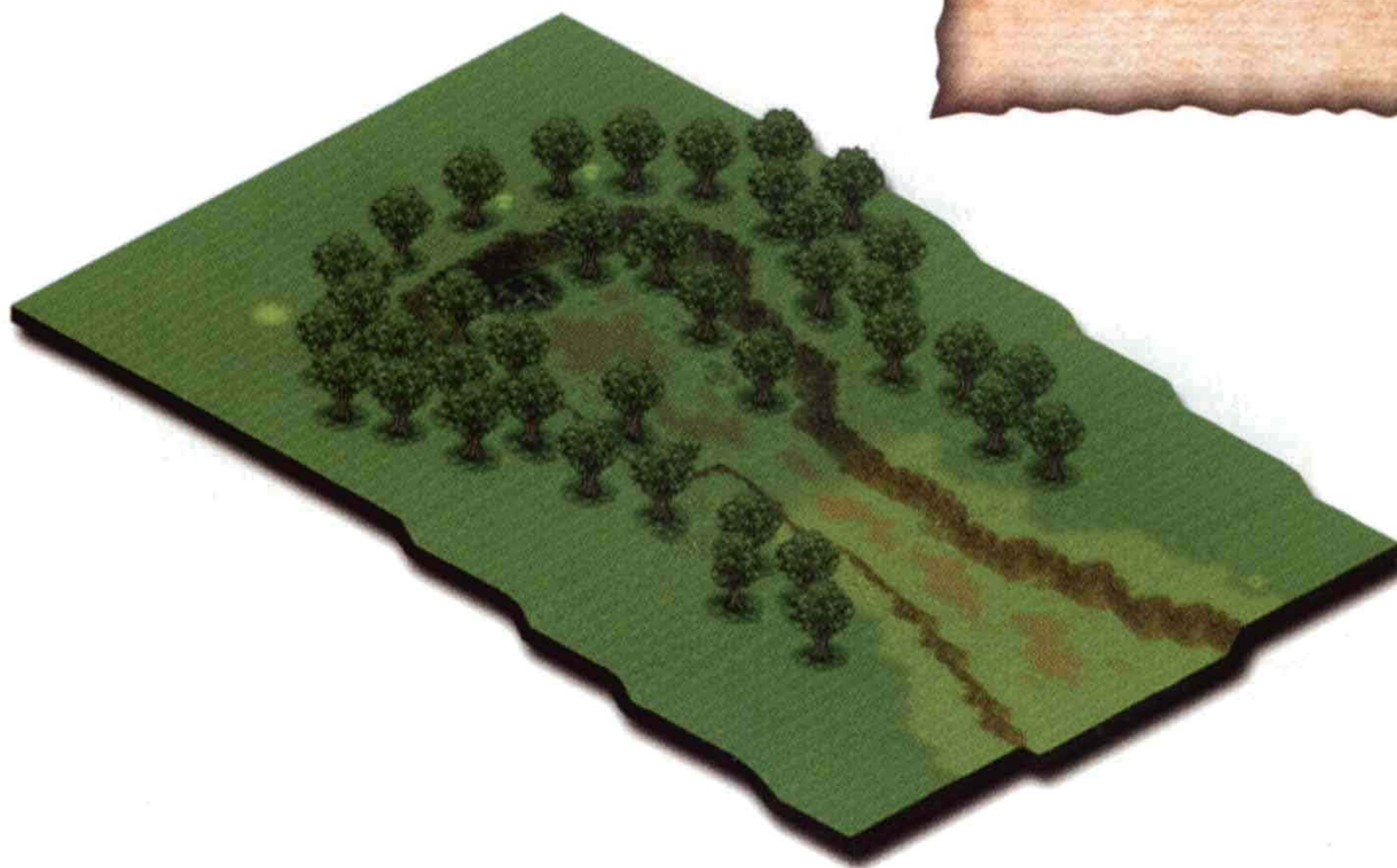
1. Homing Bomb

YGGDRASIL'S GROVE

ITEMS & MASTERS

ITEM:

1. Trance Gene

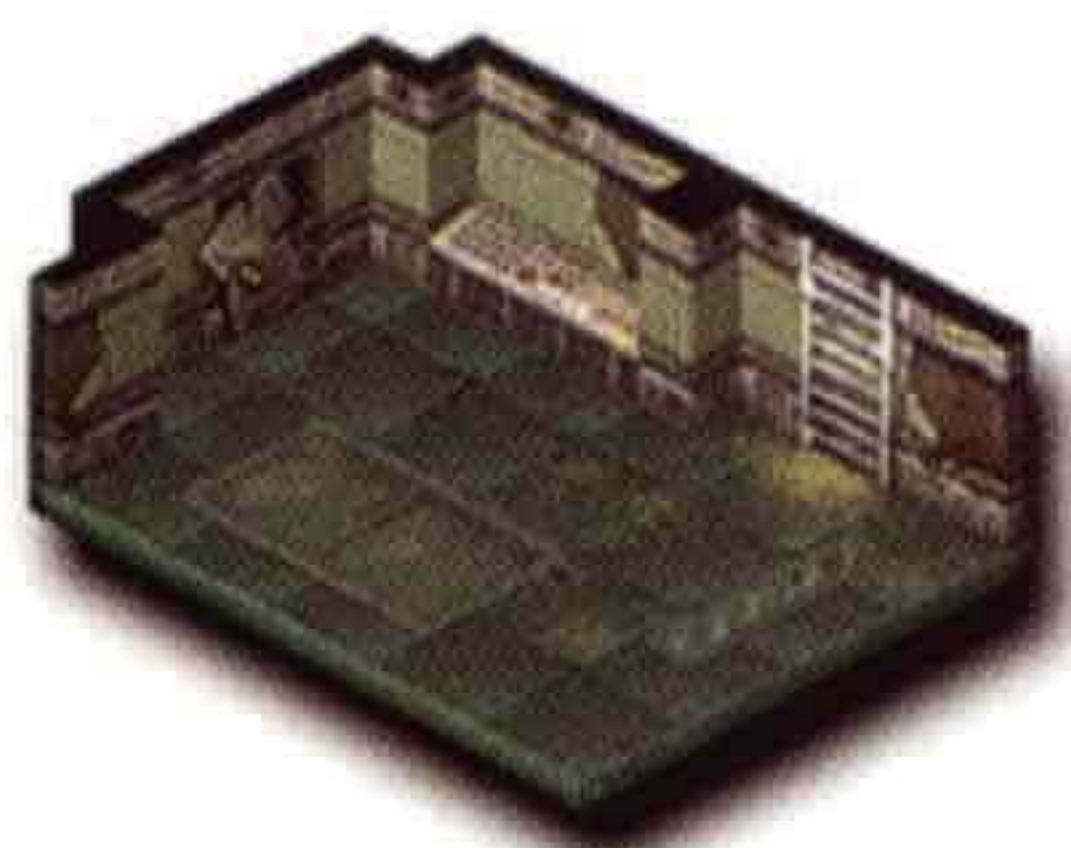


STEEL GRAVE

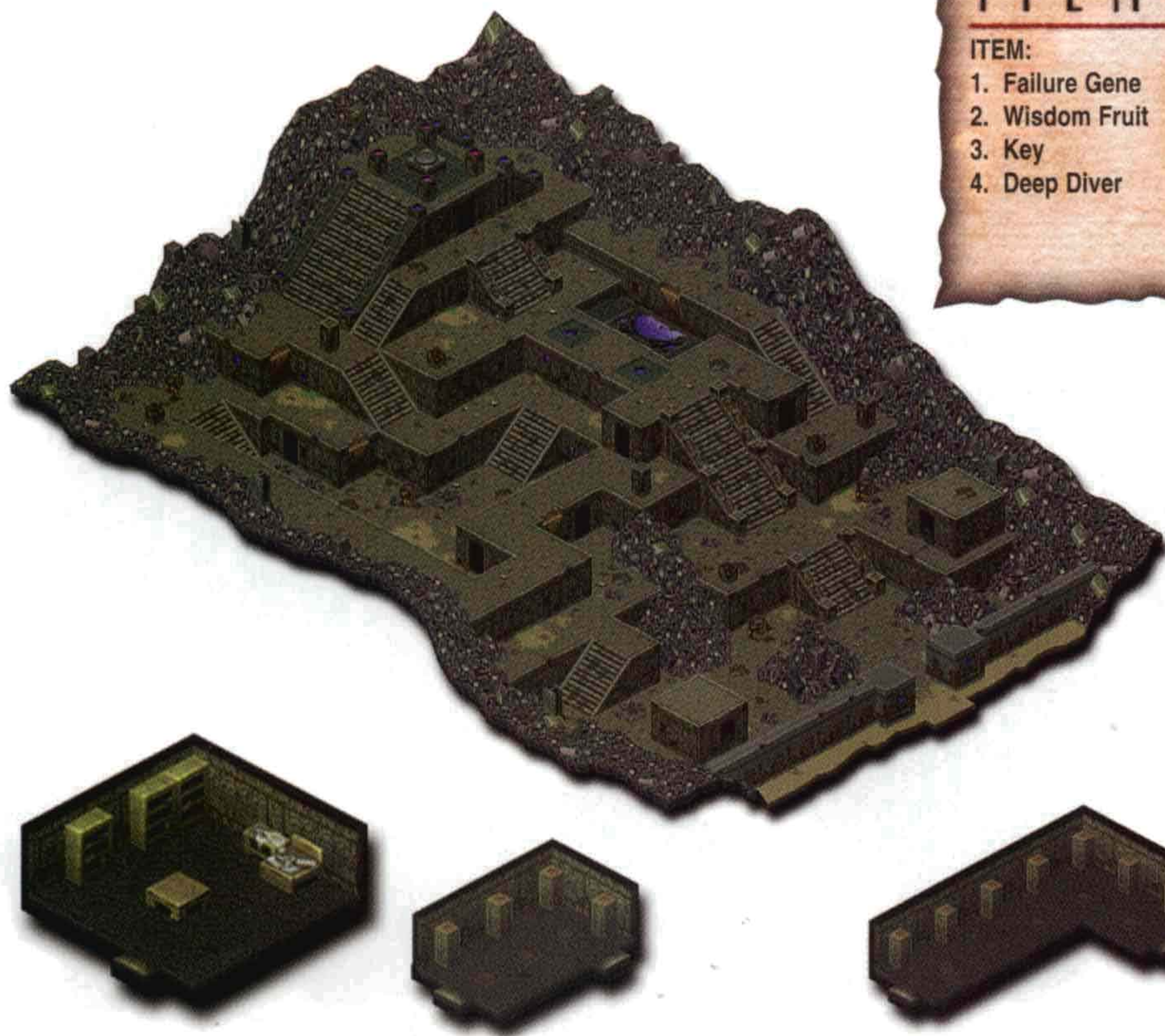
ITEMS & MASTERS

ITEM:

1. UV Glasses
2. Speed Boots
3. Spanner



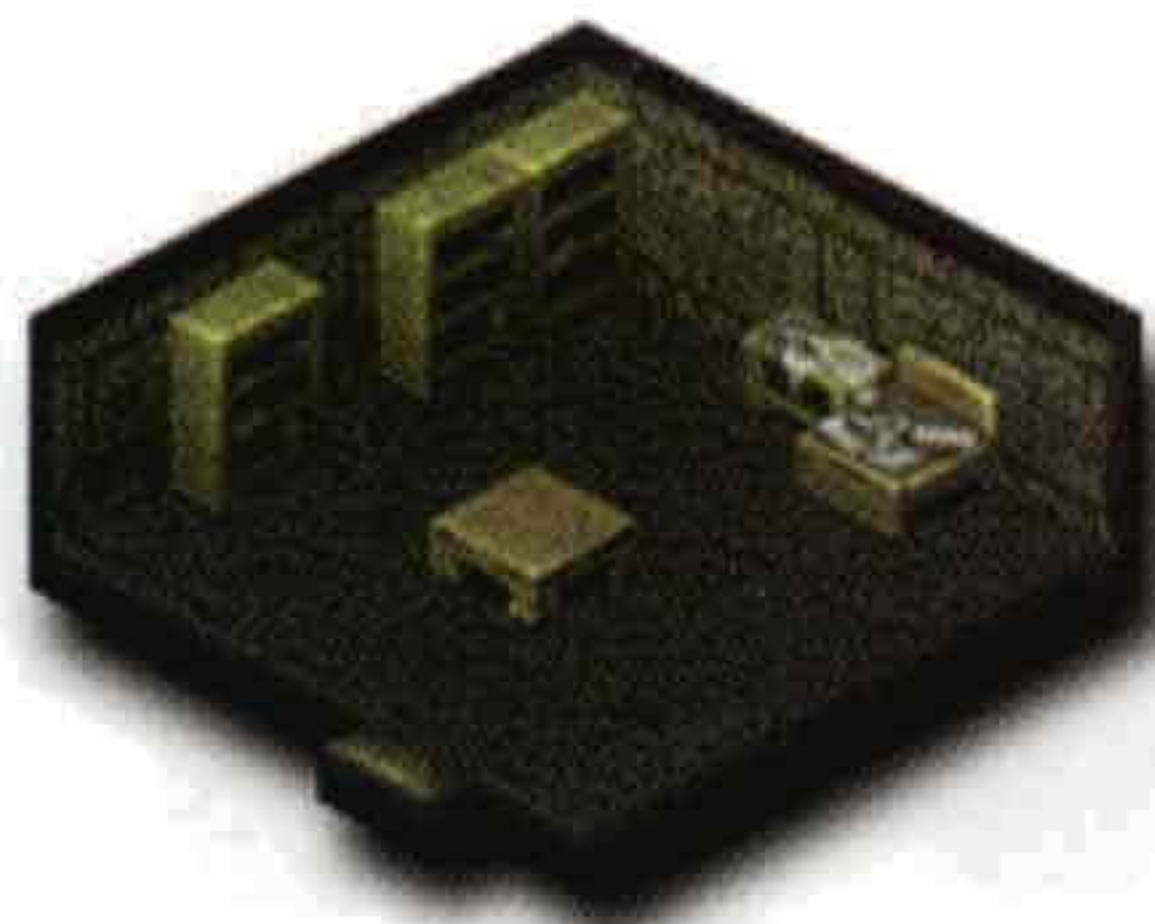
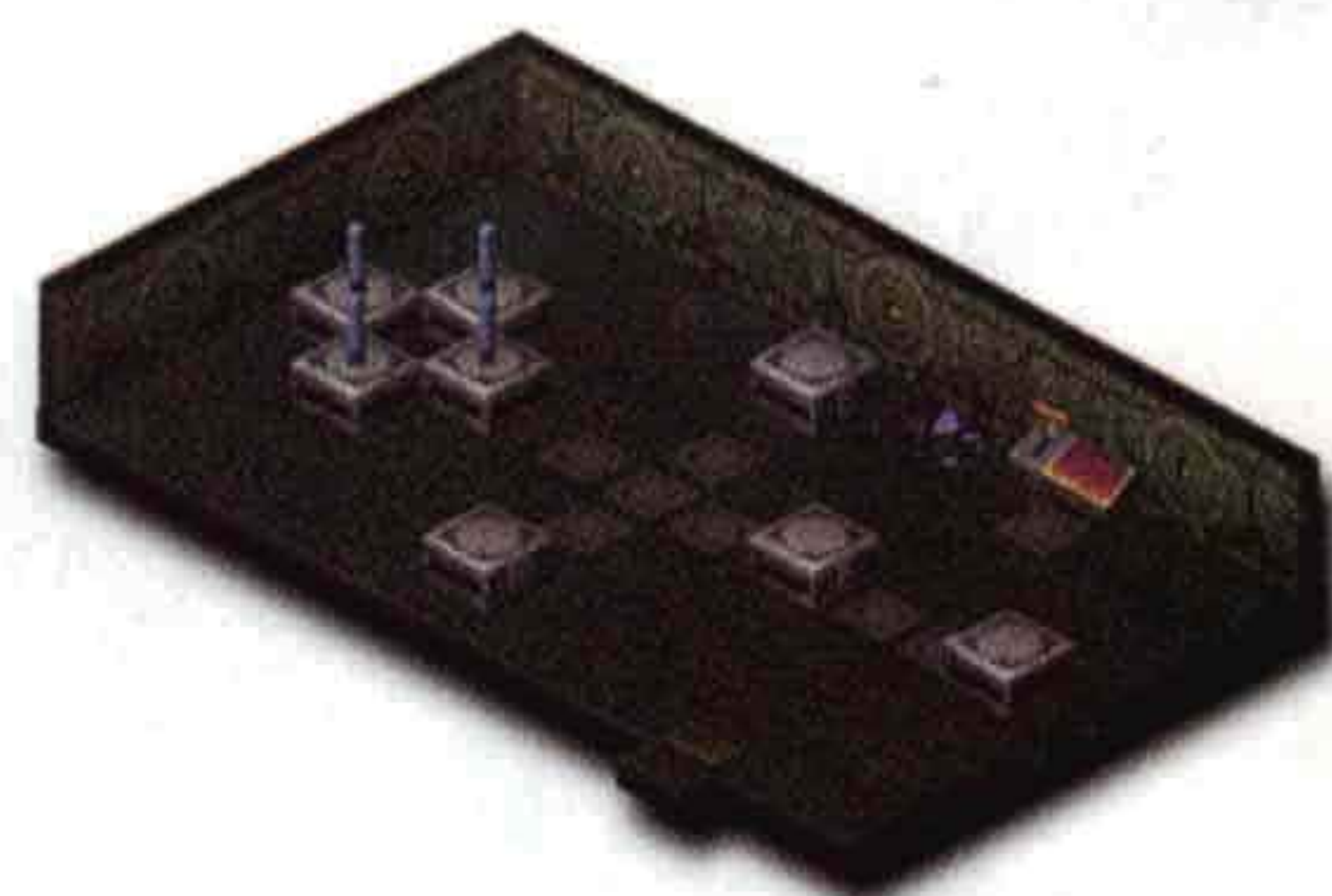
COLONY



ITEMS & MASTERS

ITEM:

1. Failure Gene
2. Wisdom Fruit
3. Key
4. Deep Diver



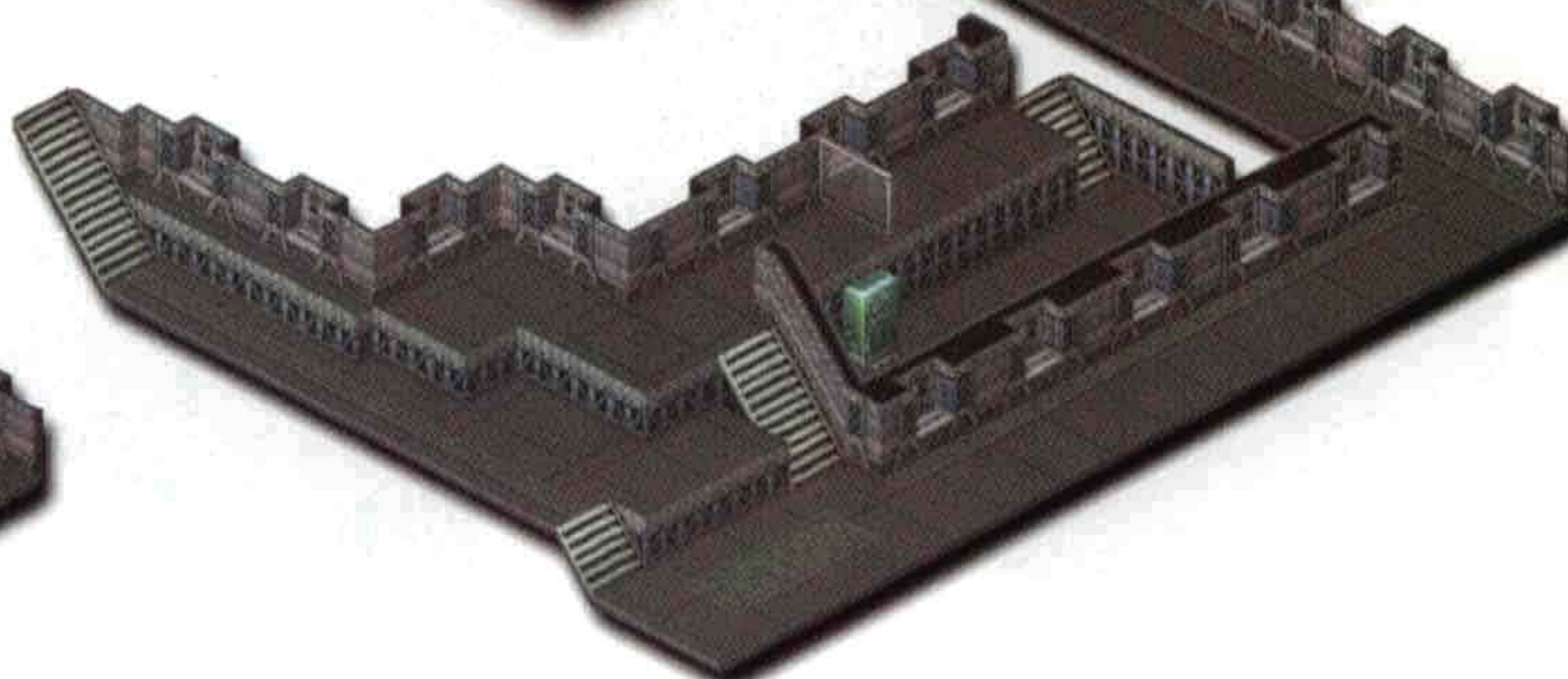
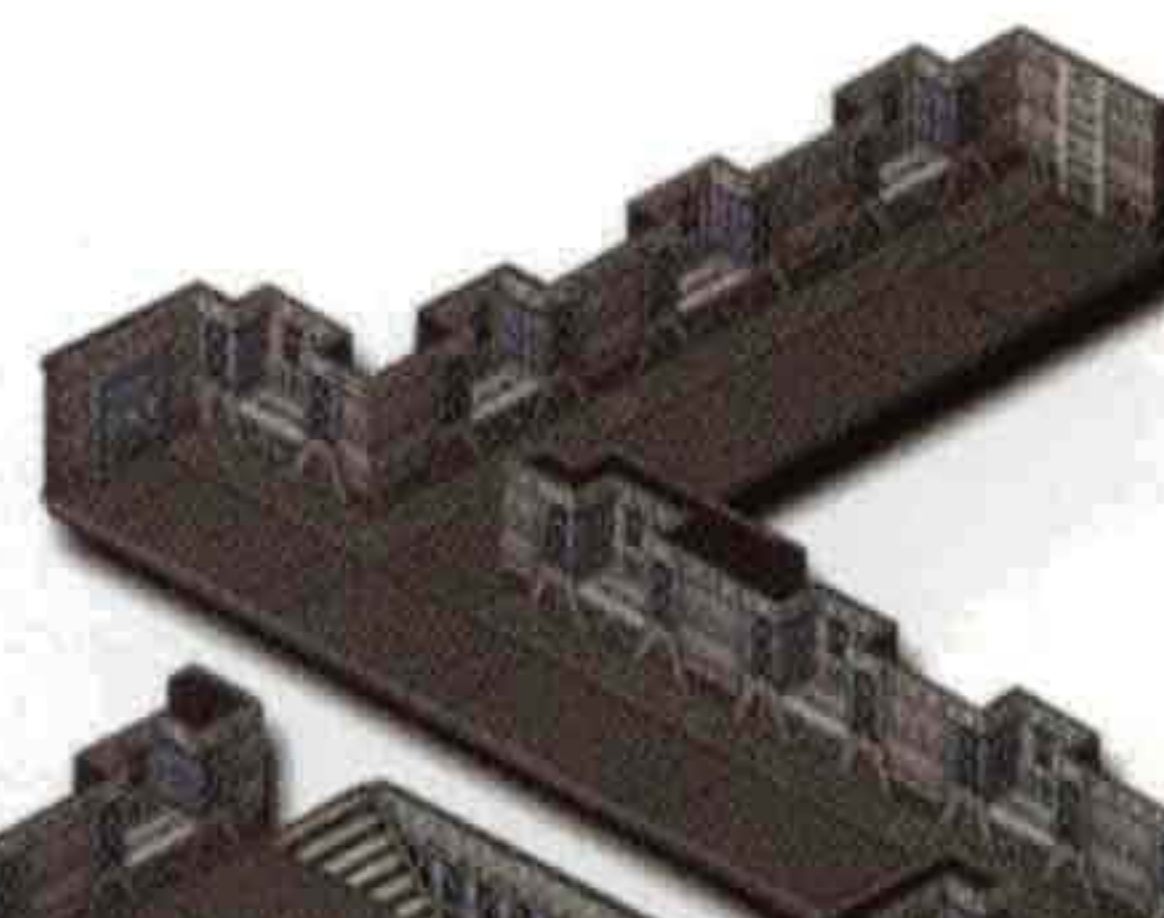
IRON TOWER (1)



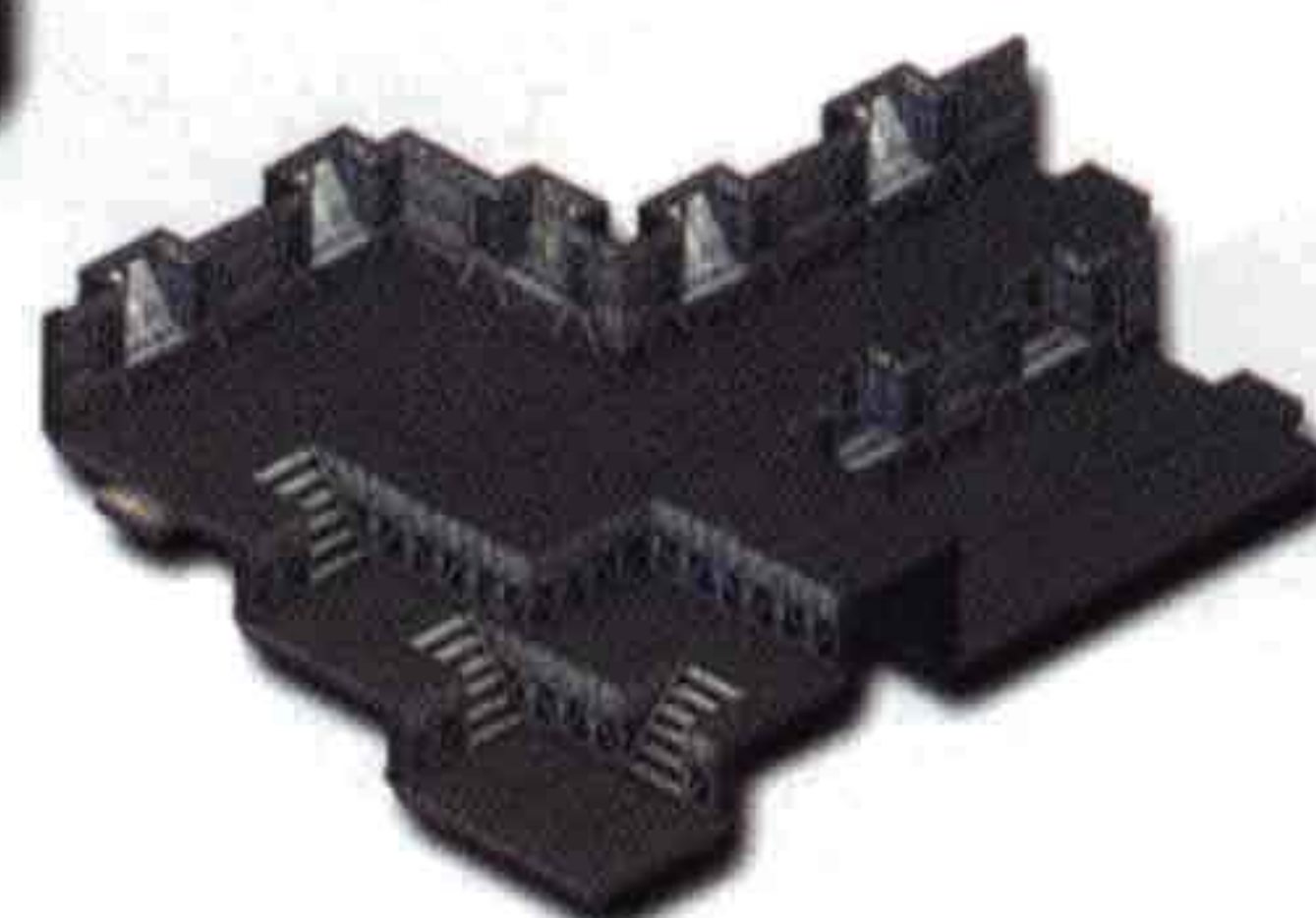
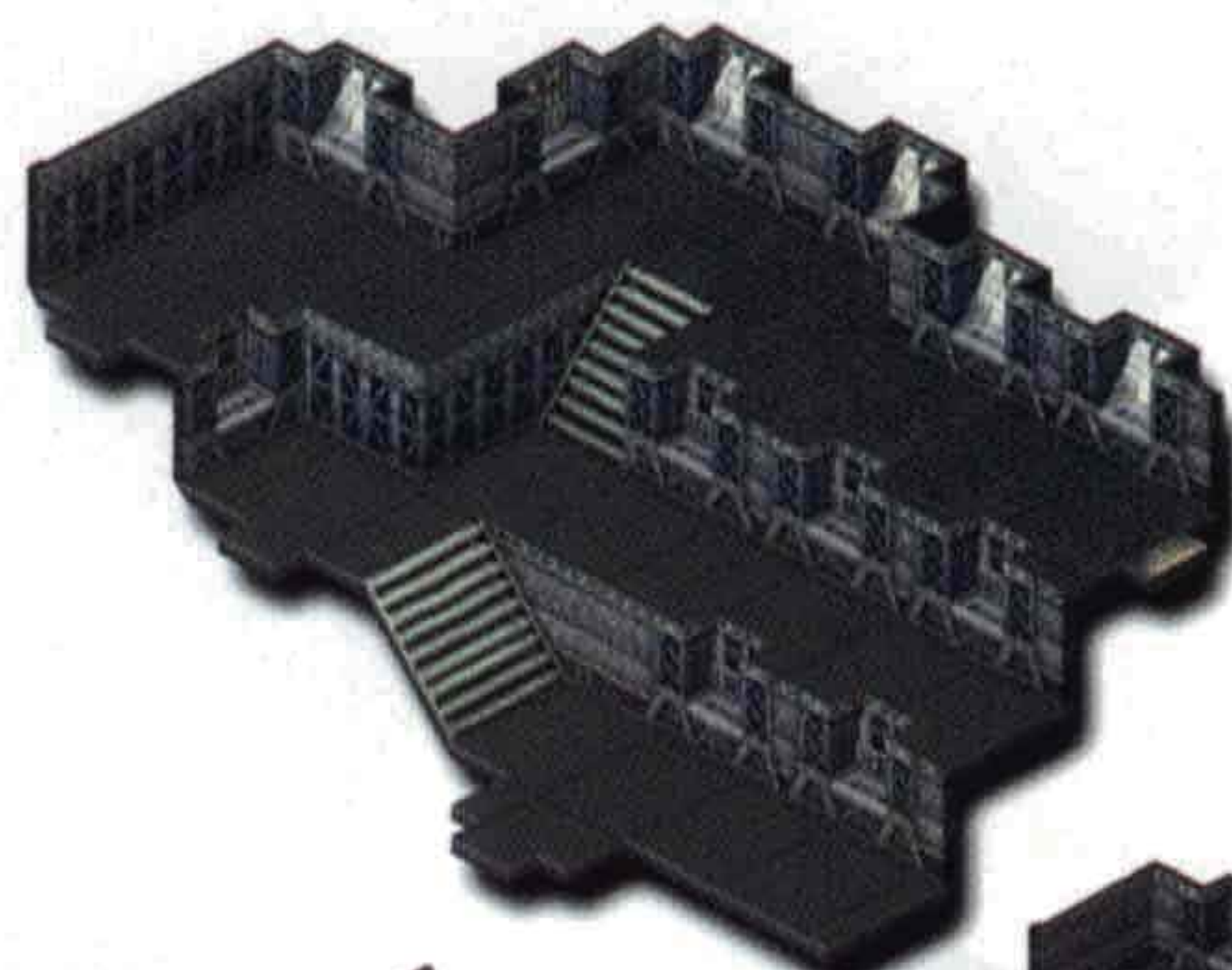
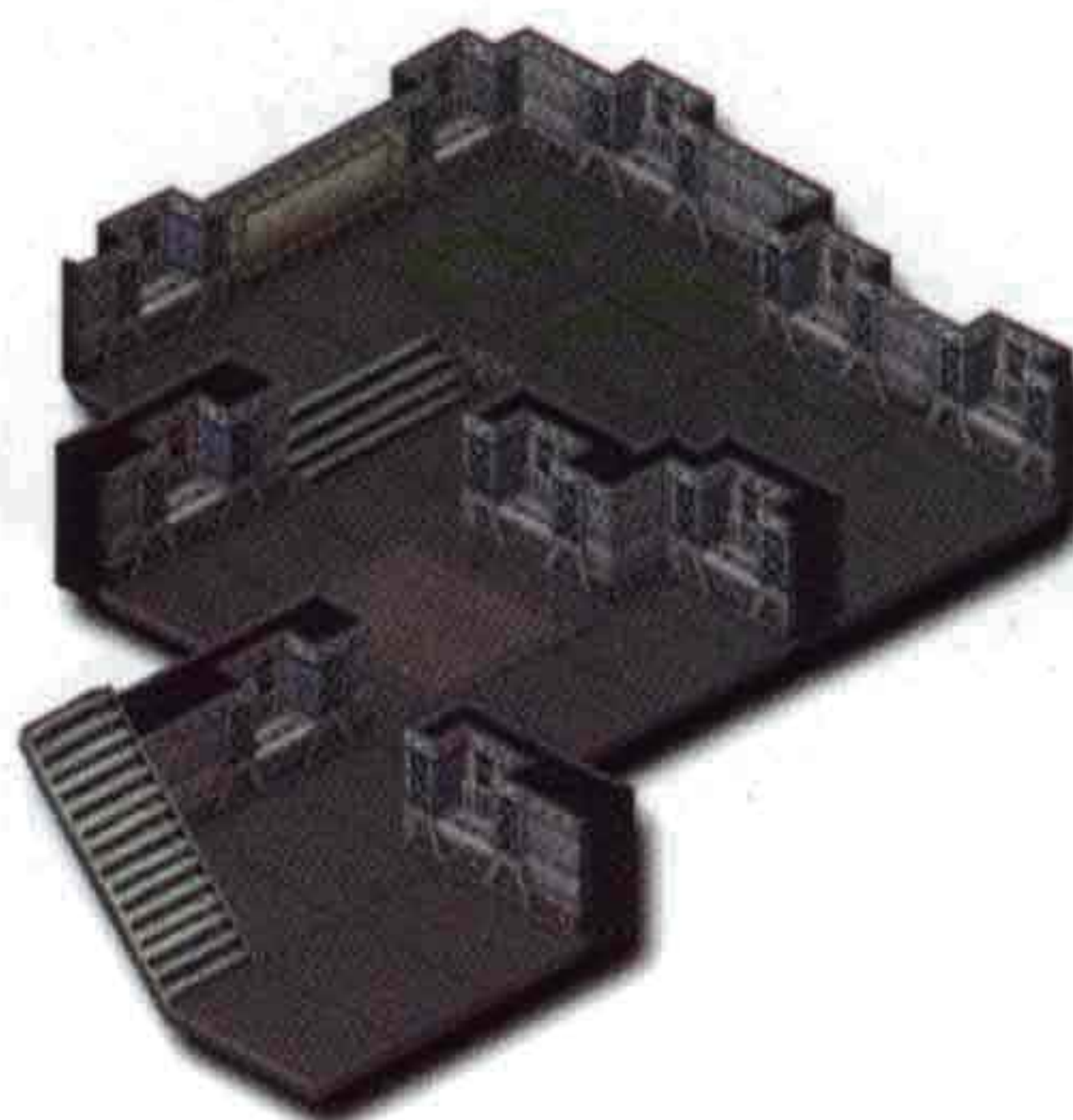
ITEMS & MASTERS

ITEM:

1. Hourglass
2. Lacquer Staff



IRON TOWER (2)

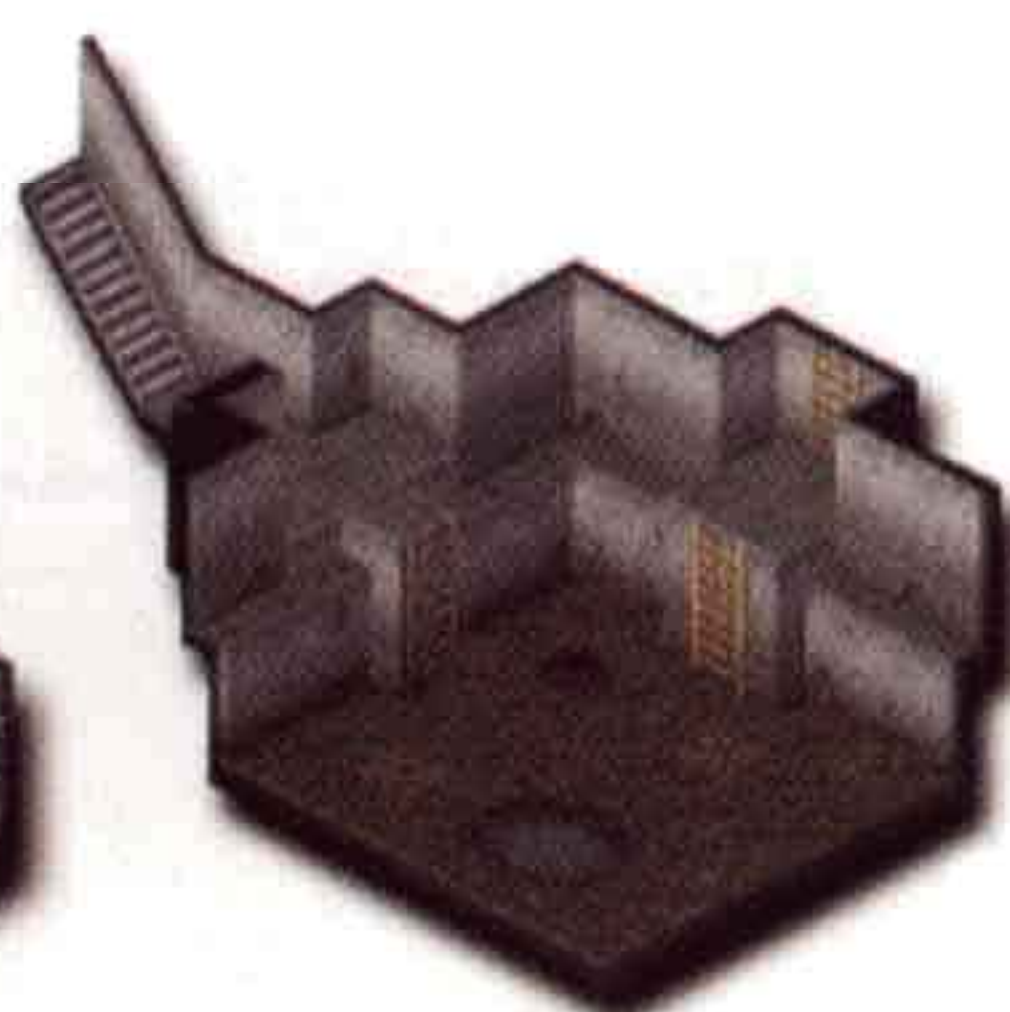
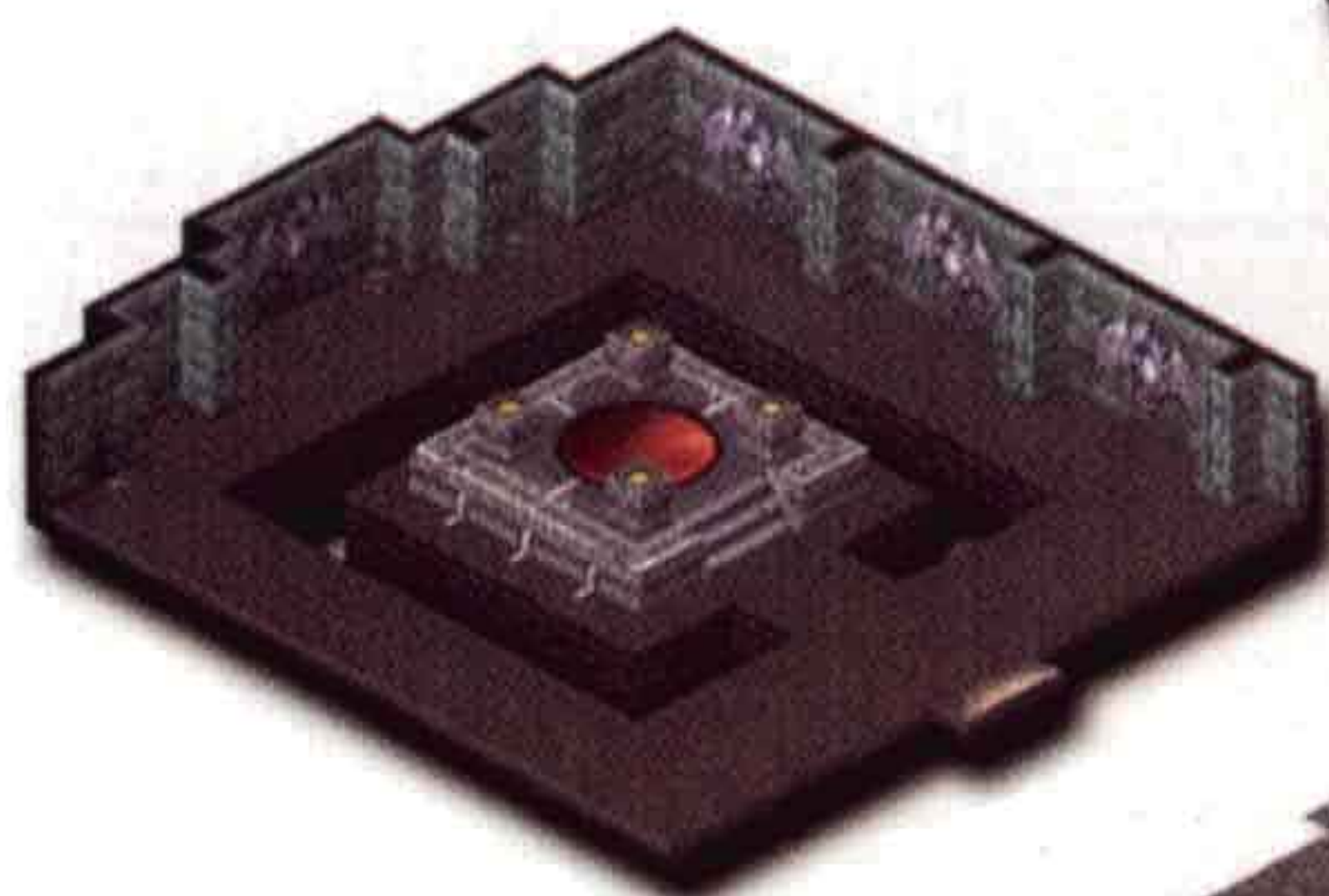


ITEMS & MASTERS

ITEM:

1. 4000Z
2. Lacquer Shield
3. Skill Ink
4. Barbarossa

DRAGONIER



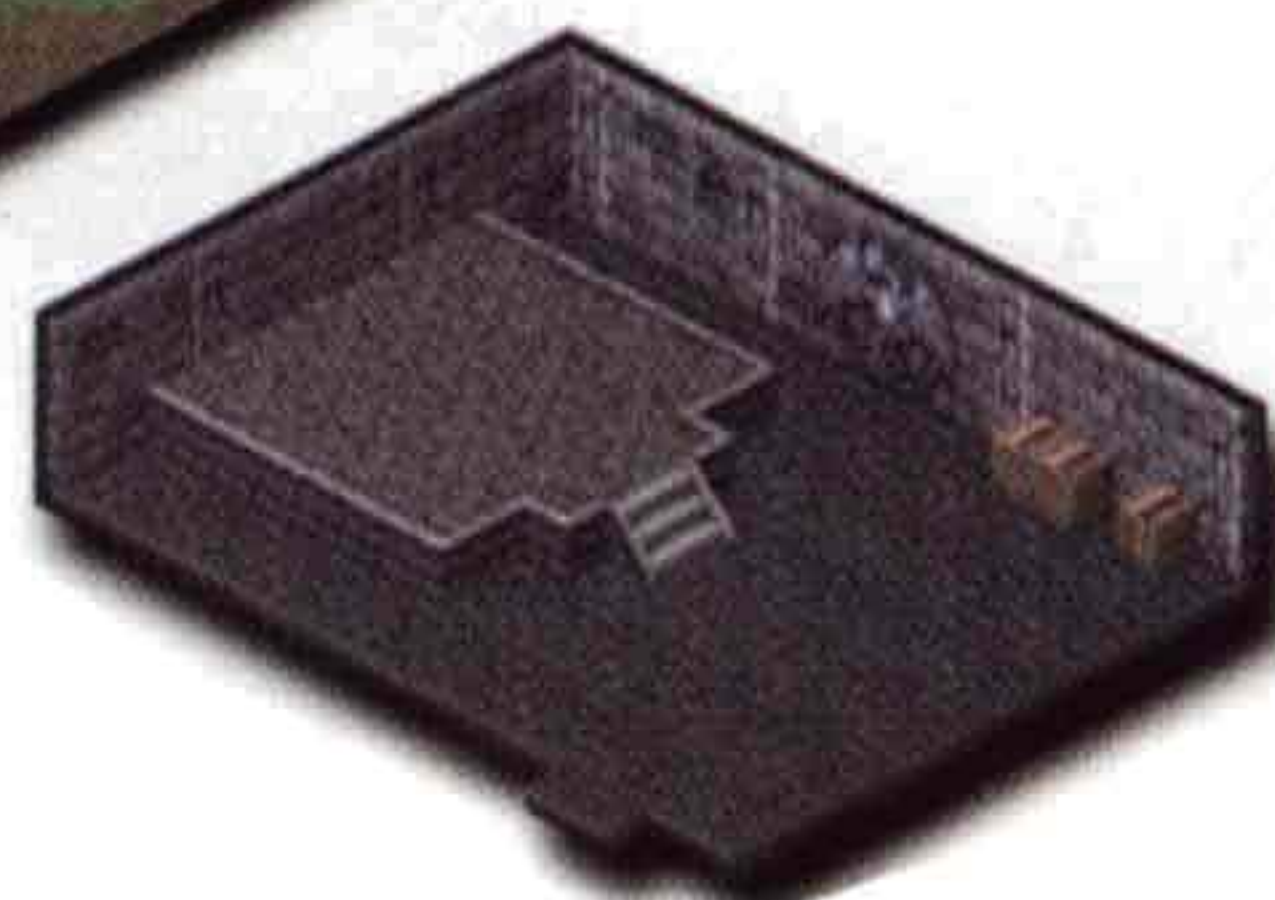
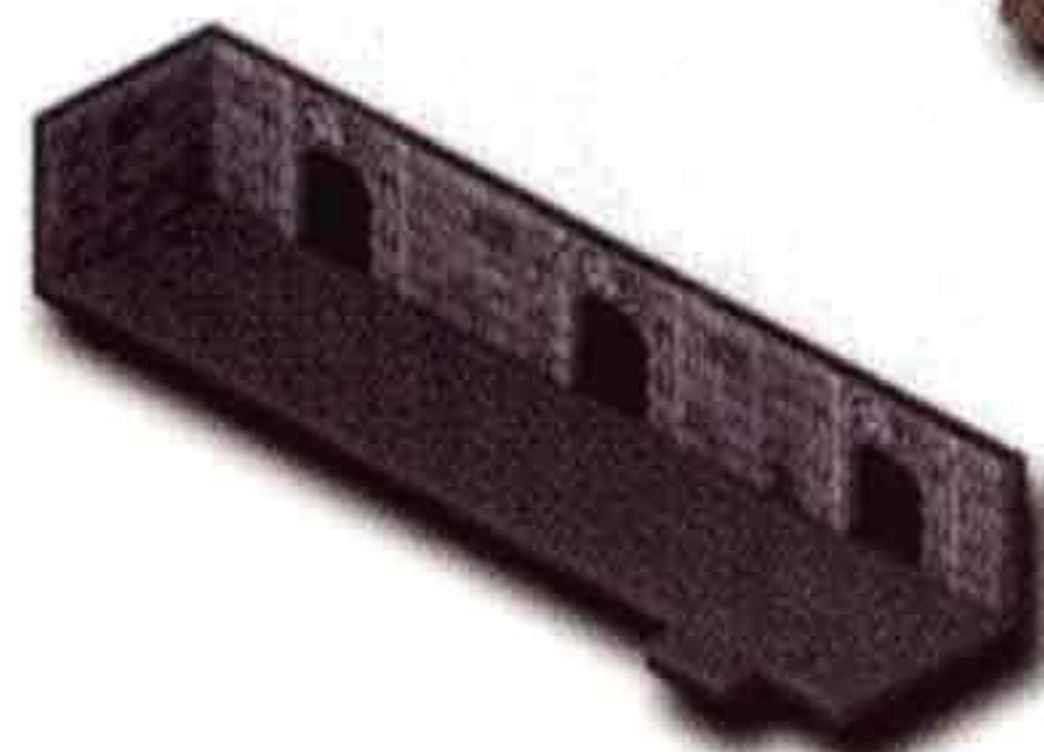
ITEMS & MASTERS

ITEM:

1. Skill Ink (Inside House)
2. Ivory Dice

MASTER:

1. Ladon, King of Dragons



FACTORY (1)



ITEMS & MASTERS

ITEM:

1. Wisdom Seed
2. Artemis' Cap
3. Skill Ink

4. Fish-head
5. Rockbreaker
6. Ammonia
7. Aries Spear

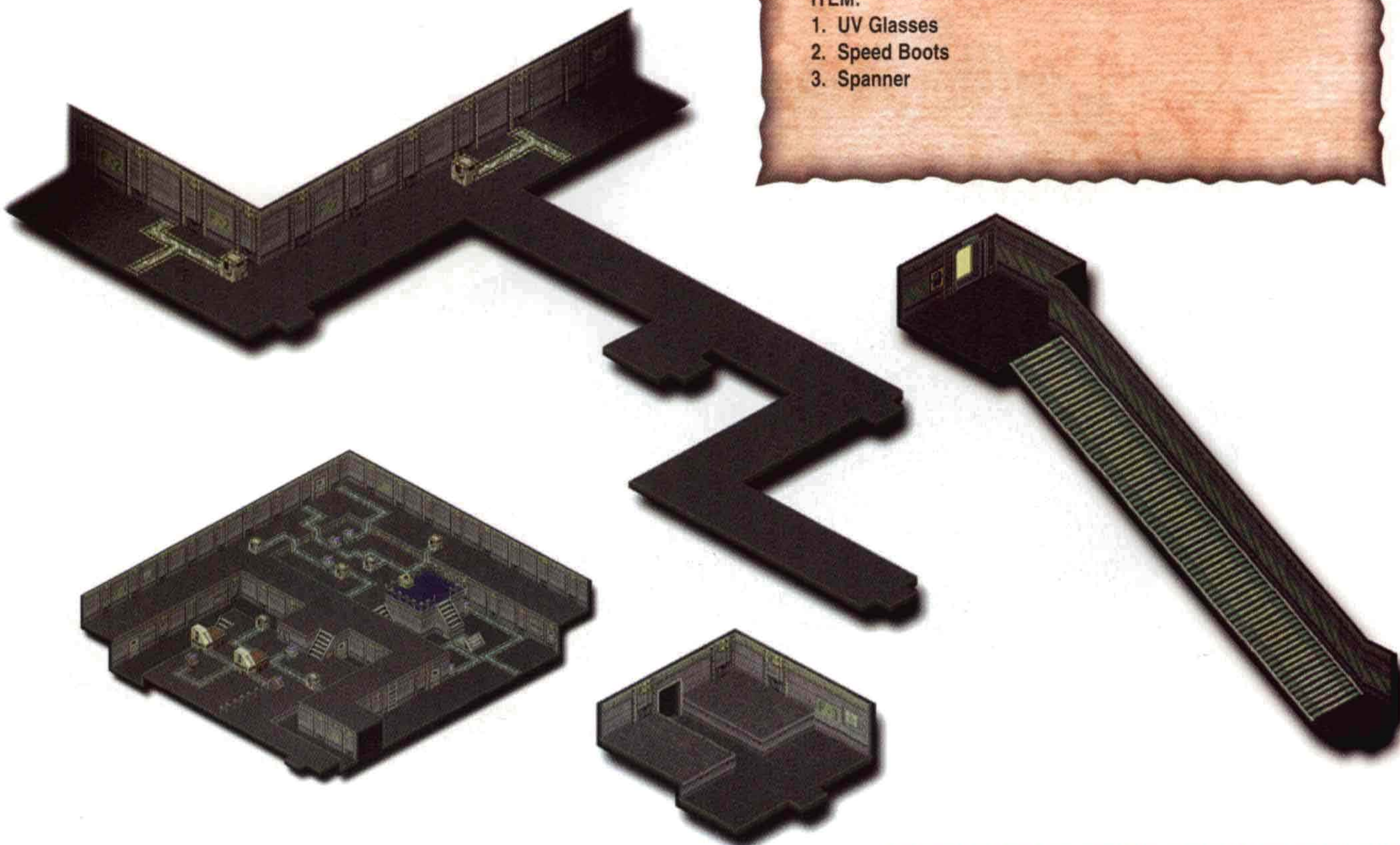


FACTORY (2)

ITEMS & MASTERS

ITEM:

1. UV Glasses
2. Speed Boots
3. Spanner



OASIS

ITEMS & MASTERS

ITEM:

1. 800Z (Inside House)



CONTAINER YARD

ITEMS & MASTERS

ITEM:

1. Radiance Gene



ITEMS & MASTERS

ITEM:
Nothing



MYRIA STATION (1)

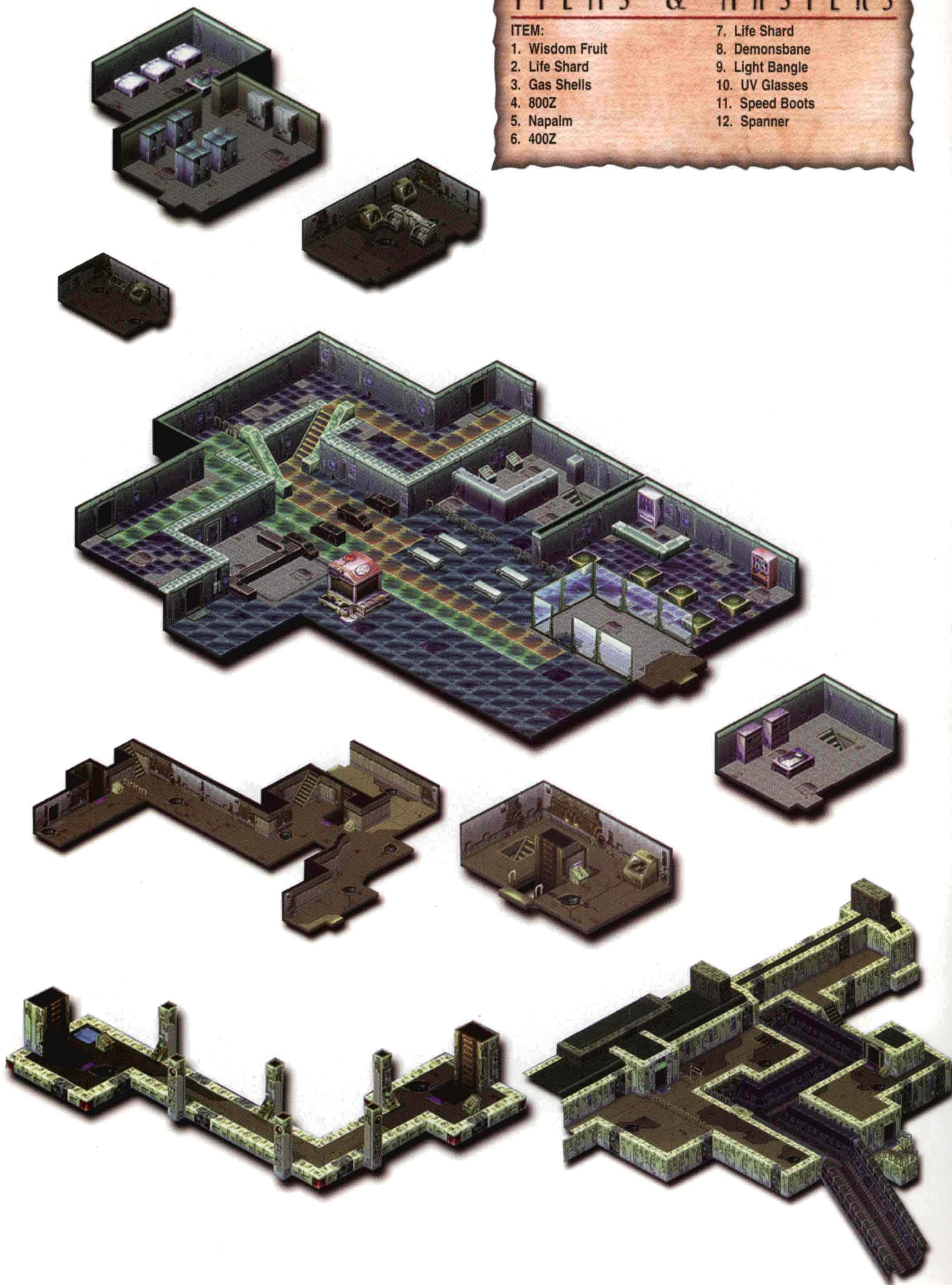
ITEMS & MASTERS

ITEM:

1. Wisdom Fruit
2. Life Shard
3. Gas Shells
4. 800Z
5. Napalm
6. 400Z

7. Life Shard

8. Demonsbane
9. Light Bangle
10. UV Glasses
11. Speed Boots
12. Spanner



MYRIA STATION (2)

ITEMS & MASTERS

ITEM:

1. 10000Z
2. Holy Robe
3. Skill Ink
4. Ammonia
5. Slicer
6. Swallow Eye

7. Keycard B

8. Ivory Dice
9. HE Shells
10. Giant Shield
11. Dragon Shield
12. Dragon Helm



MYRIA STATION (3)

ITEMS & MASTERS

ITEM:

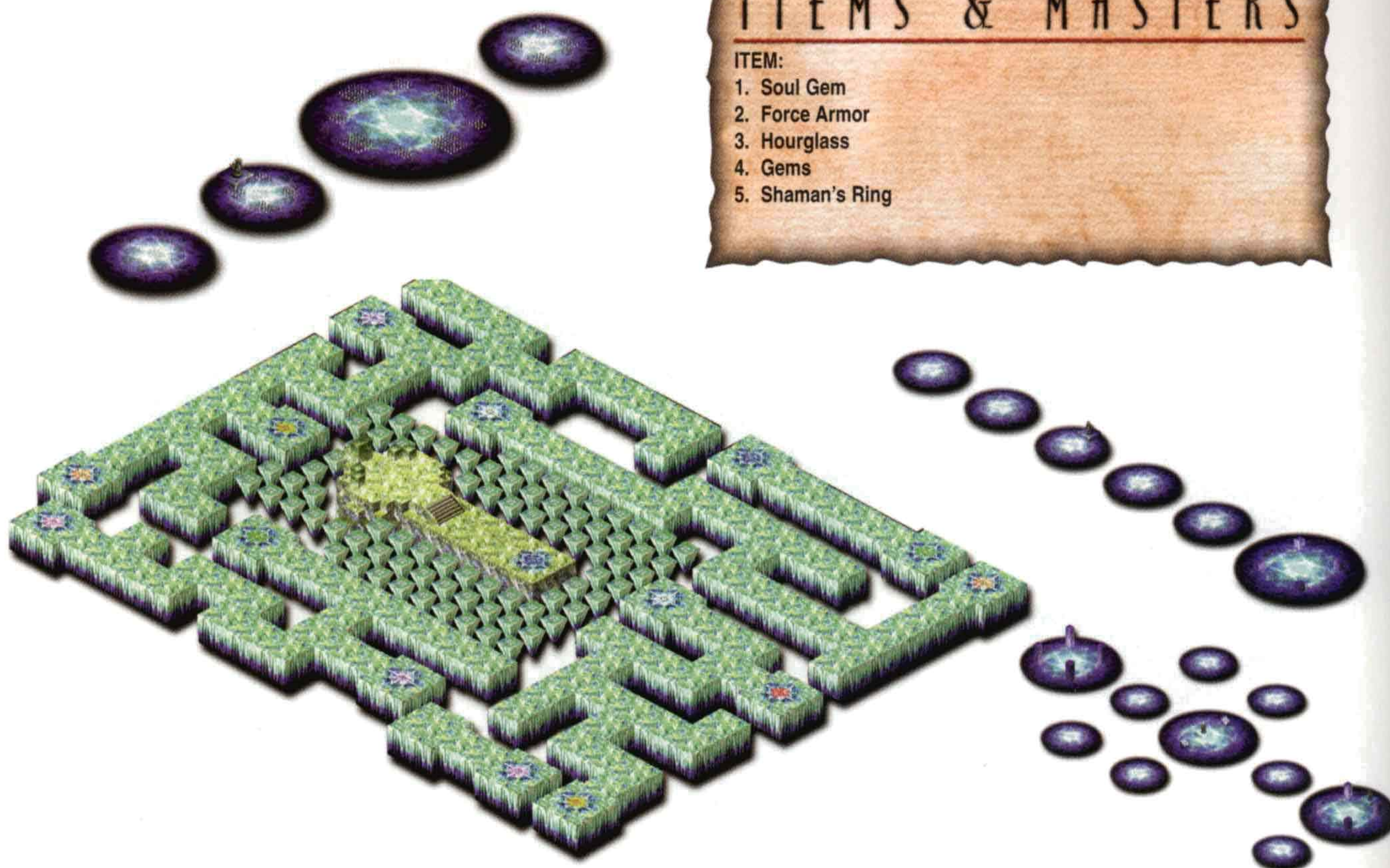
1. Protein
2. Magic Shard
3. Silver Tiara
4. Ginseng
5. Wisdom Fruit
6. Dragon Spear



ITEMS & MASTERS

ITEM:

1. Soul Gem
2. Force Armor
3. Hourglass
4. Gems
5. Shaman's Ring

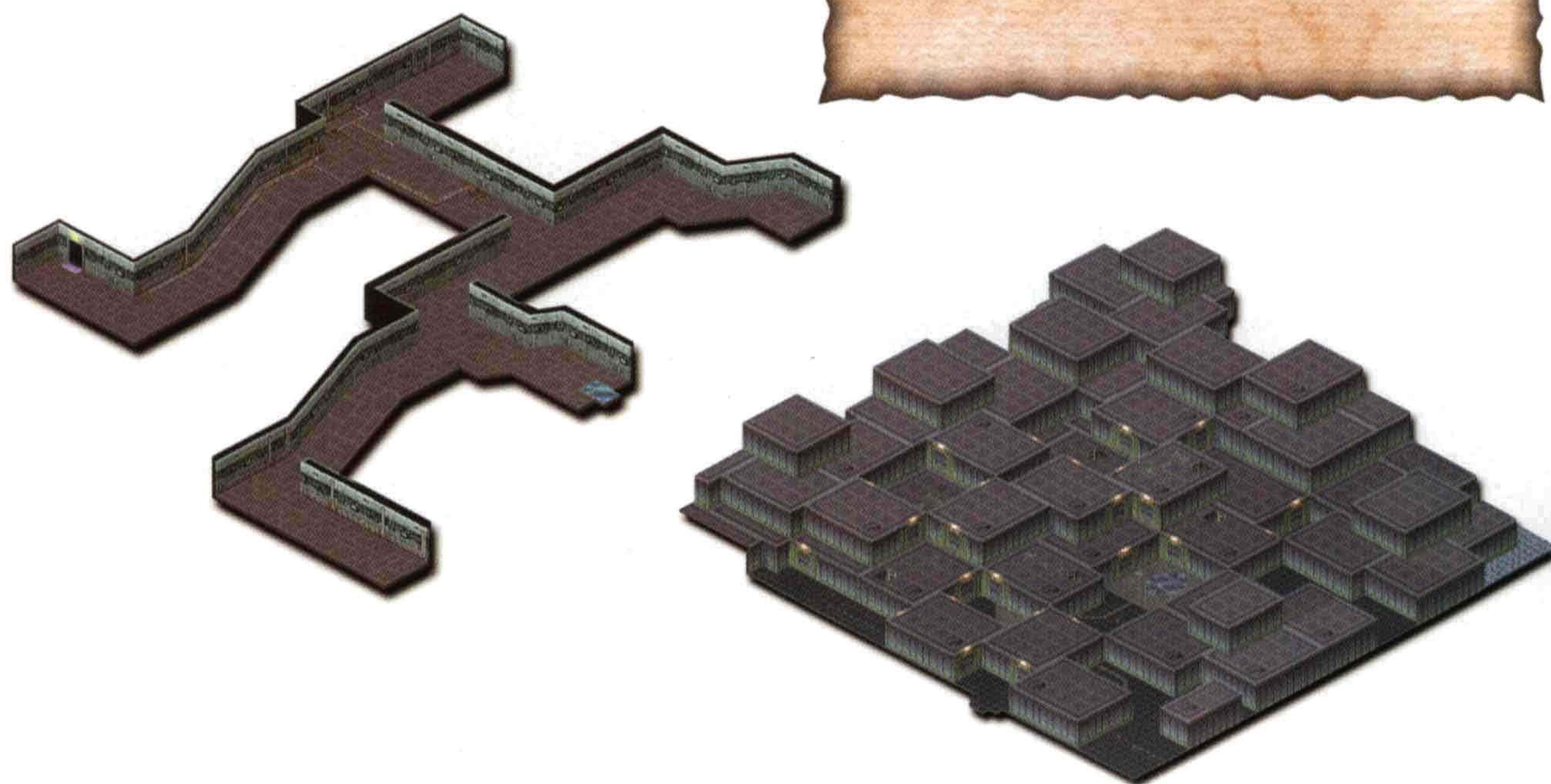


DREAM MAZE (1)

ITEMS & MASTERS

ITEM:

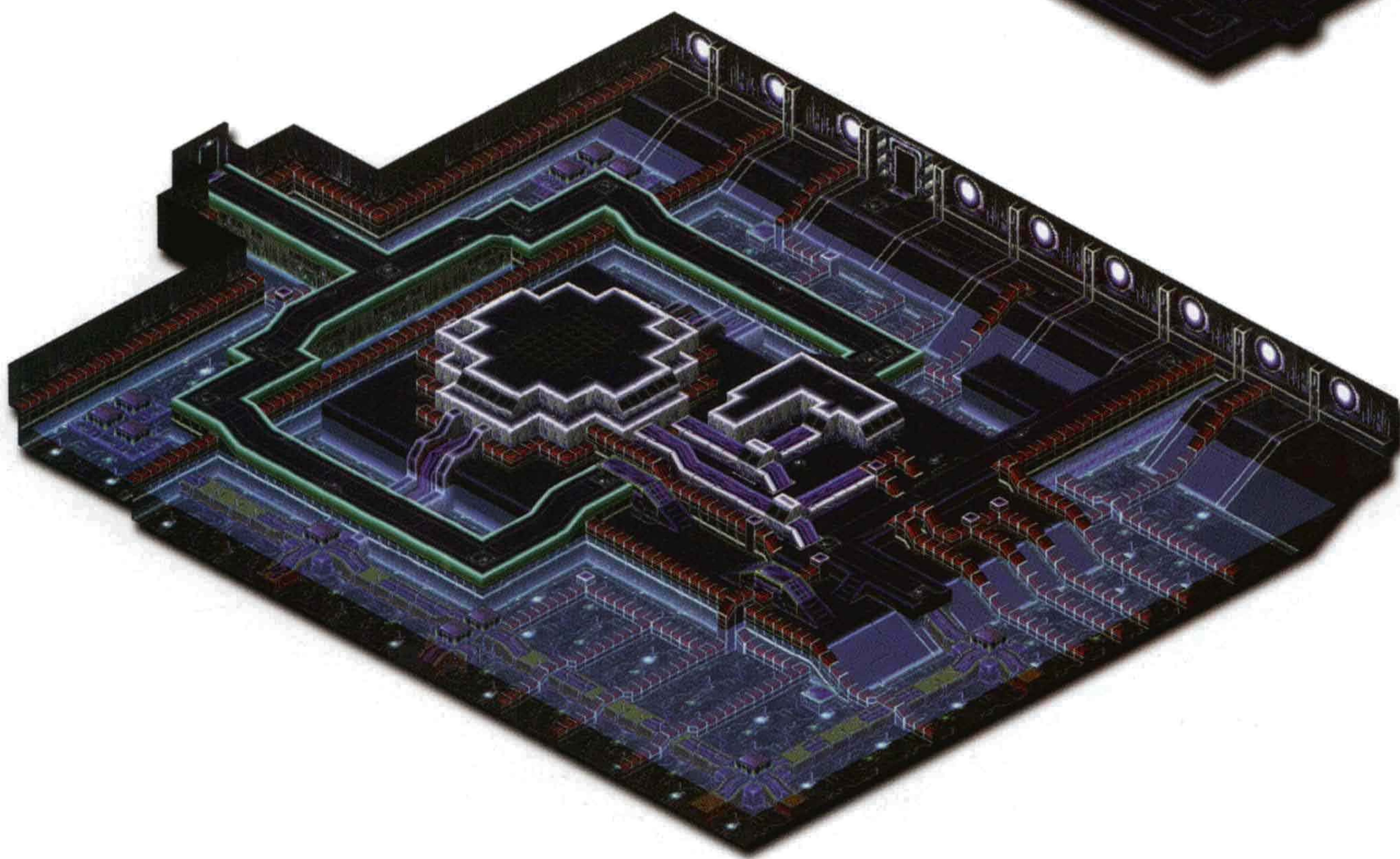
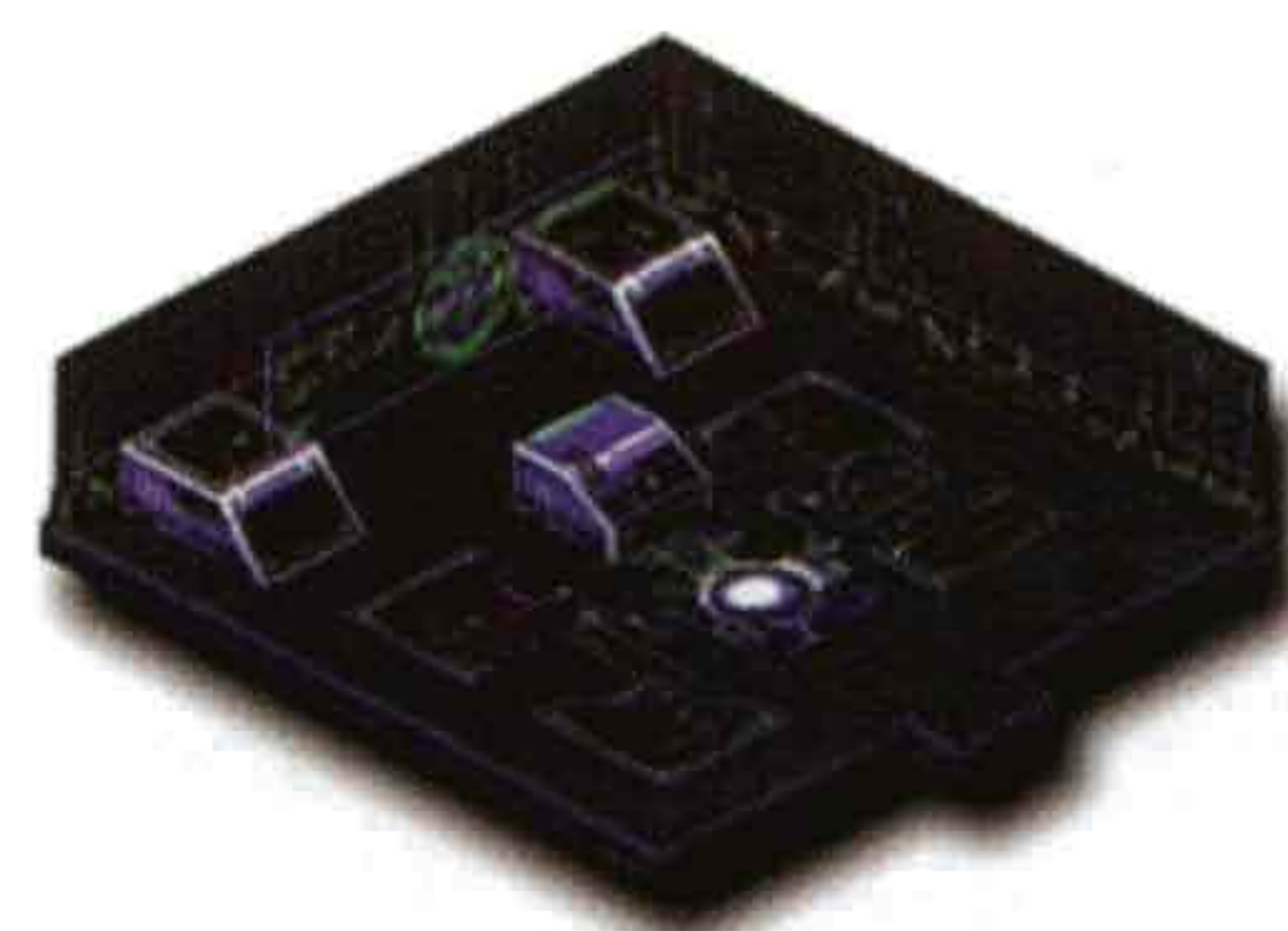
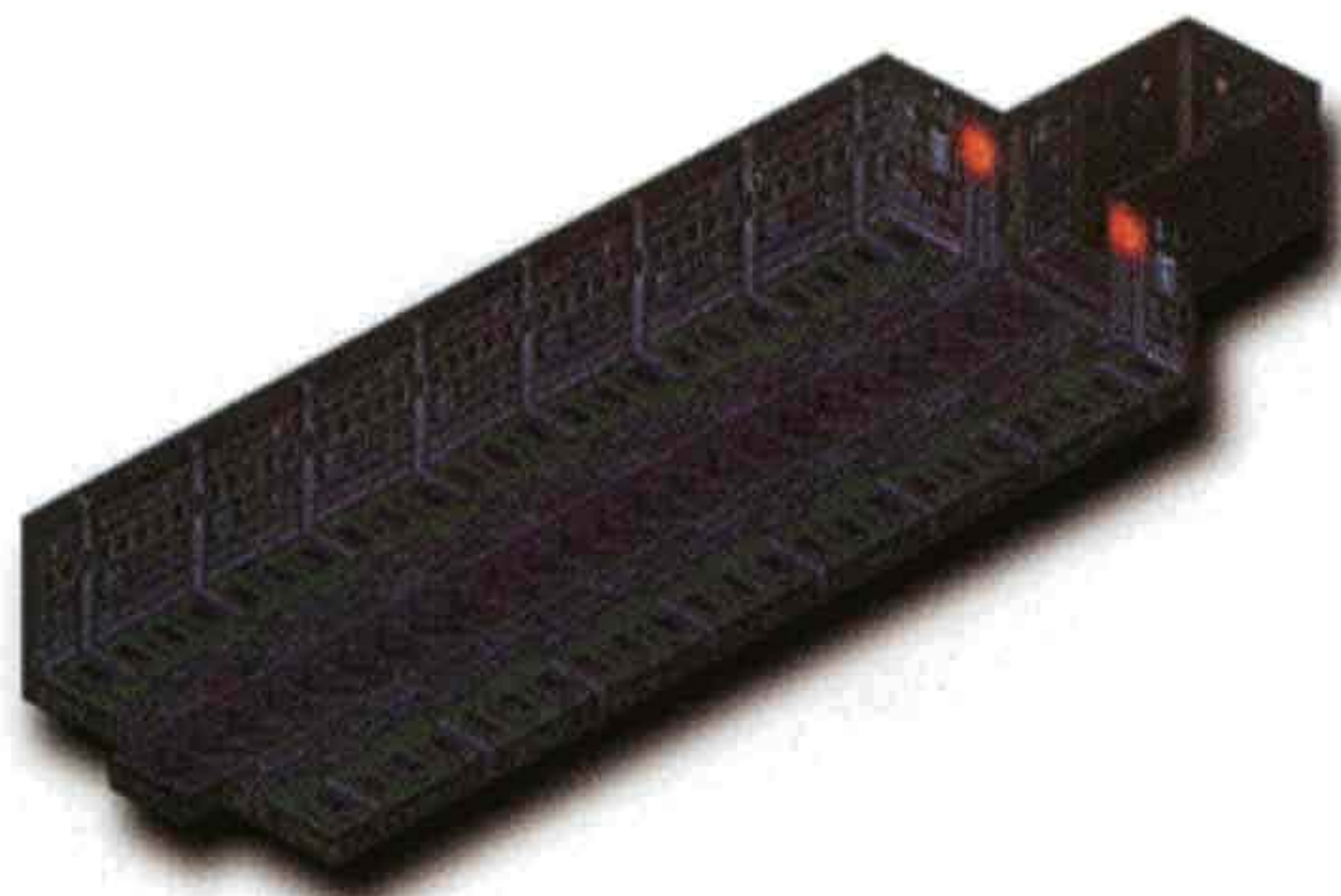
1. Hourglass

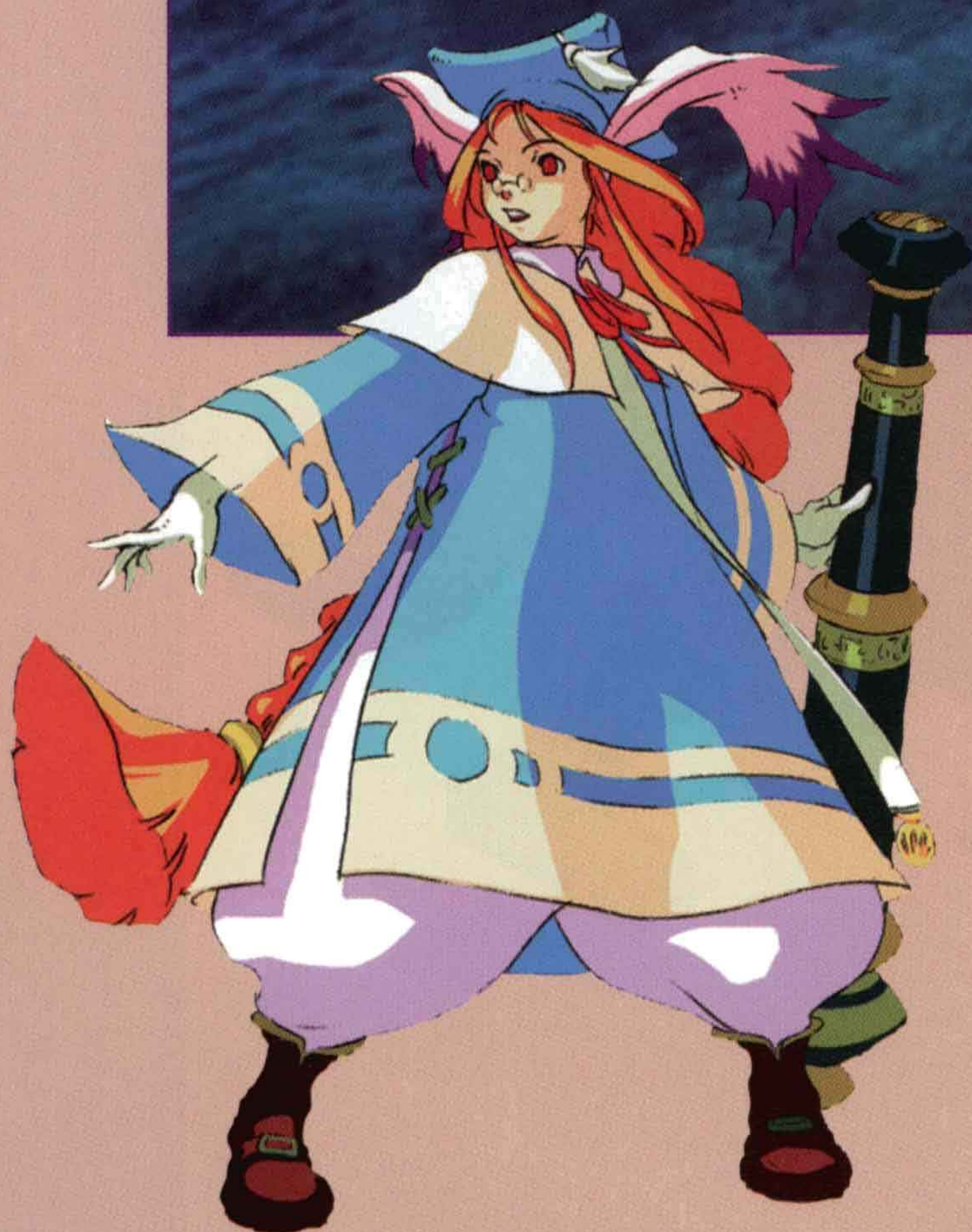


ITEMS & MASTERS

ITEM:

1. Swallow Eye
2. Moon Tears
3. Cupid's Lyre









Banish

the evil goddess
Myria and
discover
the secrets of
your ancestors



**Comprehensive
walkthrough guides you
from childhood innocence
to post-adolescent angst**



**All puzzle solutions and
secret areas revealed**



**Spells, weapons, and
abilities charted for
every character**



**Expert tips on developing
your character's strengths**



**Complete enemies,
weapons, items, armor, and
fishing lists**



**All gene combinations
spliced for you**



**Over 130 detailed dungeon
and city maps directly
from Capcom®!**

ISBN 0-7615-0924-0



The Prima Logo and Prima Publishing®
are Registered Trademarks of
Prima Communications, Inc.
www.primagames.com

Platform: PlayStation